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MAGAZINE

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EXCLUSIVE!

BANJO- TOOIE

Can you bear it? First look
at Rare's mega-sequel!

**CASTLEVANIA 2
NUCLEAR STRIKE**

VIGILANTE 8: 2ND OFFENSE

The funky road warriors return - full review inside!

PLUS: EPGA GOLF • TGR 2 • BLUES BROTHERS

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TOY STORY 2



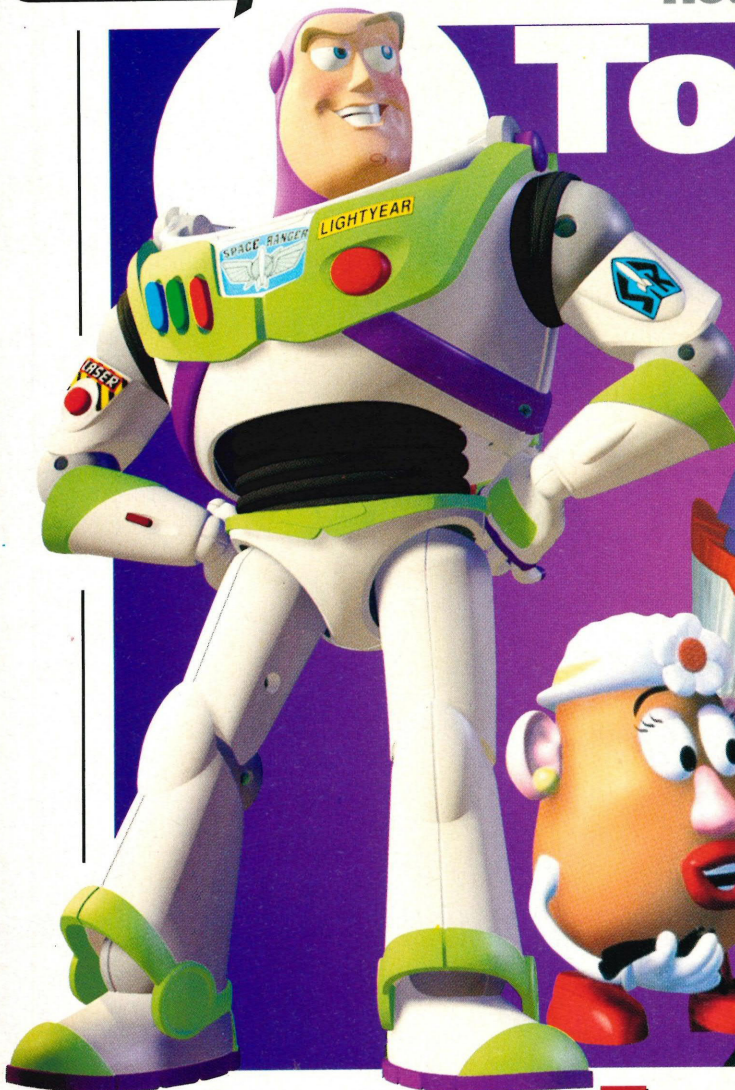
**Resident
Evil 2**
Complete
solution!

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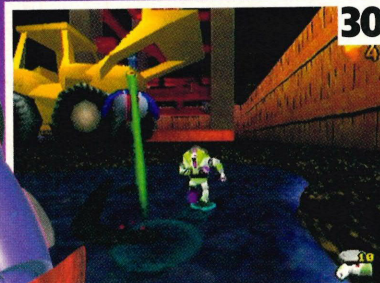
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Hotter than the core of the sun!

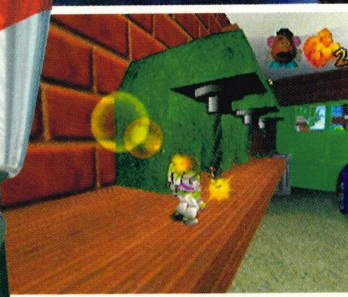
Toy Story 2



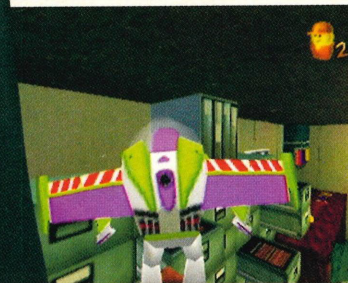
Buzz Lightyear to the rescue! Woody has been toynapped and it's up to the galaxy's greatest spaceman to save him!



30



2

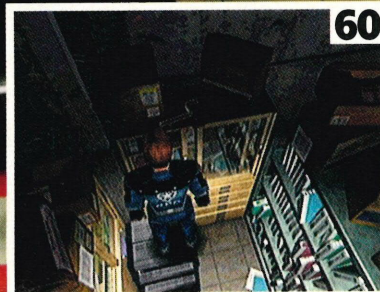


2

Resident Evil 2



The complete solution! If you're having a problem with zombies, look no further!



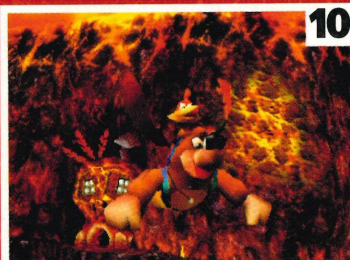
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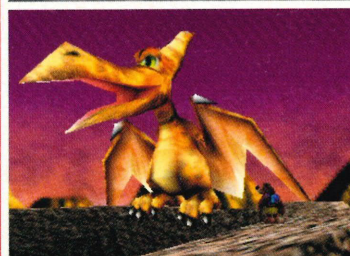


Banjo-Tooie

The bear and the bird are back! Rare's odd couple get ready for their triumphant return to the N64!

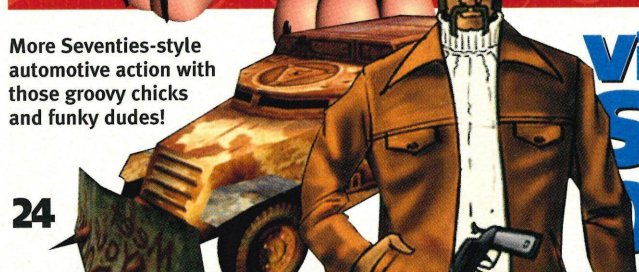


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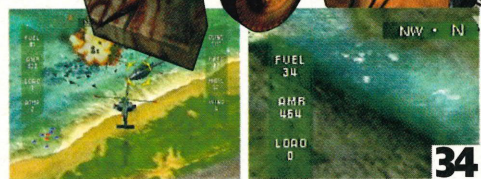


More Seventies-style automotive action with those groovy chicks and funky dudes!

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Vigilante 8: Second Offense



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What a way to kick off a new century... the threat of a nuclear holocaust!

Nuclear Strike

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64 sight

See the games of
tomorrow today!

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Castlevania

They want to drink your
blood (again)!



Castlevania: Legacy Of Darkness

In the past we've referred to it as *Castlevania 2*, but although the official title has now been revealed as *Castlevania: Legacy Of Darkness*, the more smart-arsed could easily be forgiven for calling it *Castlevania v1.1*. Set eight years before the first game, *Legacy Of Darkness* unfolds in many of the same places as the first game.

The main hero this time round is Cornell, a villager afflicted with lycanthropy, meaning he can turn himself into a wolfman whenever he needs a shot of beast-like strength. Cornell's village, situated near the foreboding castle of Count Dracula, has been razed to the ground and his sister Ada has been kidnapped – his mission is to find her.

Although some of the levels are new to *Legacy Of Darkness*, in particular the open sequence set on a rotting galleon, much of the game takes place in the

surroundings of Dracula's castle, which players of the first game will be all too familiar with. The same collapsing walkways, the same guillotine blades and spinning spike traps – even some of the same bosses! This does raise the question of how Reinhardt and Carrie could have faced them in the first game if Cornell destroyed them eight years earlier, but then we suppose they are the undead, so killing them isn't really an option...

Evil Dead 2

The intro to *Legacy Of Darkness* brings to mind both *The Blair Witch Project* and the *Evil Dead* movies. A young woman is running desperately through the woods at night, with something nasty chasing after her from the point-of-view of a ShakyCam™. Unable to escape, she turns, just as the unseen pursuer leaps at her throat and everything goes blood-red...



Glug Glug Glug

A sinister boatman ferries Cornell to his first destination – a seemingly abandoned ship moored near Dracula's castle. It turns out to be crawling with ghosts and poison-spitting monsters, however, and even when Cornell has vanquished them all it's not over. Some ominous creaking noises herald the arrival of a giant enemy... who smashes a fist through the side of the hull, sending Cornell flying and flooding the ship! Time isn't on his side, and even when he escapes the sinking boat, the owner of the hand is waiting for him...



**CASTLEVANIA:
LEGACY OF DARKNESS**

Publisher:
UK Release:

Konami
Feb

Awoooooooo!

Cornell is a werewolf. This might be considered a problem, but our Corny doesn't have to worry about full moons and the like. As long as he has enough red gems, he can transform into his lupine state just by holding down L. In this form, not only does he have different – and more powerful – attacks, but he's also immune to vampire bites!

08



▲ Let's have a big hand for Gorgo, everybody! This slime-spitting kraken blocks the way to the castle.



▲ Wolf-form Cornell runs into a familiar face from the first game – the vampire in the mansion.



One major change between the original *Castlevania* and *Legacy Of Darkness* is the addition of a hi-res mode for Expansion Pak owners. Like *Hybrid Heaven*, this provides players with crisper, more detailed visuals, at the cost of a smooth frame rate. You'll have to wait until the review next issue to find out whether this affects the game's playability, though!

Unlike the two playable characters featured in the first game, *Legacy Of Darkness* has four, although Cornell is very definitely the central protagonist. He encounters Henry, the son of the unlucky original residents of the mansion, inside the notorious hedge maze and has to get

him to safety before the chainsaw-wielding Frankenstein's monster catches up with him, and both Reinhardt and Carrie show up again for repeat performances.

The question to be answered is, is it worth buying *Legacy Of Darkness* if you've already played the first *Castlevania*? Well, that's something the 64 MAGAZINE children of the night will be discussing in depth next issue. Until then, sleep tight, and don't let the vampire bats bite! ■

▼ Many of the levels are the same as in the first *Castlevania* game. Remember the dragon heads? They're back!



SCREW YOU GUYS, I'M DRIVIN' HOME!

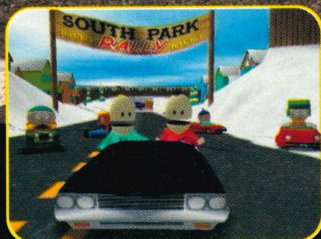
SOUTH PARK™ RALLY



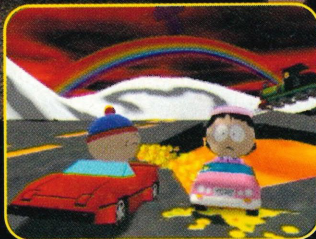
HELLA-COOL RACING ACTION!

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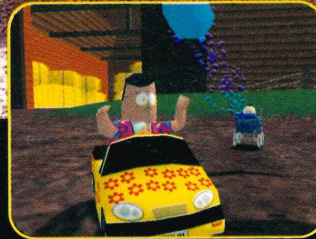
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Banjo-Tooie

Get ready to pluck your Banjo again!

The silence has been broken! After an awfully long period of saying absolutely nothing, Rare has finally cracked and revealed all – well, some anyway – about *Banjo-Tooie*, the sequel to last year's 'hairy-beary birdy-sweary' platformer, as Rare would have it. From the look of these shots,

which have a *lot* of detail crammed into them, *Banjo-Tooie* seems to be a hi-res game, so it's entirely possible that (like *Donkey Kong 64*) it'll be one of those games that needs the Expansion Pak in order to run.

Among the extra features Rare is trumpeting are interactive lighting, an improved camera and modes that support widescreen TVs and surround sound systems. There will also be a set of multiplayer games. Let's just hope they're better than the ones in *Donkey Kong* and *Jet Force Gemini*...

Banjo-Tooie features eight worlds, all of which are much larger than anything found in the first game. Judging by the shots we've seen, Aztec,

industrial, underwater and prehistoric worlds seem to be on the cards, and that's not even the half of it! With Gruntilda gone there's no word yet on who Banjo and Kazooie's nemesis will be this time around, but considering the sheer size of some of the bosses we've seen, it'll be somebody fairly hard. Vinnie Jones, perhaps?

Both Banjo and Kazooie have new moves to learn – check out the screenshots for the sight of Kazooie, in her snazzy new sucker shoes, running vertically up a wall – and for their second adventure, the pair can separate in order to progress through the levels. Yes, Kazooie is finally free of Banjo's stinky backpack! Even the backpack itself has acquired some new powers, as you can see from the shot of Banjo using it as a boat!

Rare says that as well as the host of new characters lined up for the sequel, some familiar faces will be returning. The only one we know about for sure is

 **BANJO-TOOIE**

Publisher:
UK Release:

Rare
Mid-2000



▲ Problem with pterodactyls? Not if you've got Mumbo Jumbo on your side – just get him to transform you into a T-Rex!



▲ Take that, you dolt rat! Mumbo Jumbo uses his magical powers to stitch it to an oversized rodent in unfashionable trousers.



▲ You drive me up the wall sometimes! Both Banjo and Kazooie have new moves, like this useful vertical run ability.

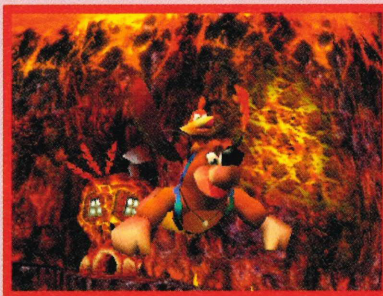


▼ Now that's a big character! Banjo-Tooie is a much bigger game than its predecessor, and in more ways than one!



gibberish-spouting shaman Mumbo Jumbo, who will be making a return appearance to transform the bird-bear team into all kinds of useful alternate forms (not least a submarine!), and this time he's not just limited to his huts – you'll actually be able to choose him as a playable character during the course of the game!

If you've still got the first game, you'll also finally be able to discover the hidden secrets, like the ice key and



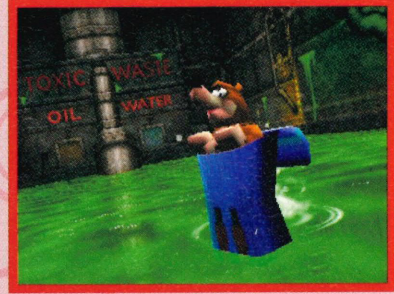
▲ Banjo still relies on Kazooie to help him get around quickly – how can she carry the great fat lump so easily?



▲ Having changed into a Banjo submarine (check out the shorts), the dynamic duo come face to face with a giant octopus!

Gobi's door. There still hasn't been any word on exactly how this will work, but the most likely answer is that *Banjo-Tooie* will reveal a code that can be entered in *Banjo-Kazooie* to unlock them. Then again, maybe Rare will have an altogether more surprising solution...

So, when will you be able to get your eager mitts on *Banjo-Tooie*? That's a good question – Rare is rather vague on the matter, saying only 'mid-2000'. More accurately, they say 'mid-ish 2000', so slippage is possible. Whenever it arrives, though, you can be sure that 64 MAGAZINE will be the first to tell all! ■



▲ Banjo's backpack does more in *Banjo-Tooie* than just hold Kazooie inside – it can also be used as an emergency flotation device.



▲ Is that Kazooie's own egg she's trying to incubate? And if it is, who's the father? Enquiring minds want to know!

DVD

review



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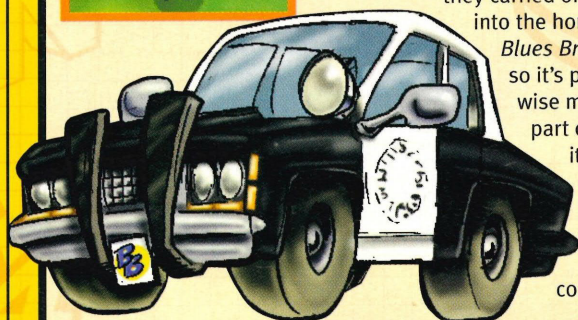


Blues Brothers 64

They're puttin' the band back together!



The fact that one of them was dead didn't stop the Blues Brothers – they just made up some more long-lost siblings and carried on regardless! Unfortunately, they carried on regardless into the horrible movie *Blues Brothers 2000*, so it's probably a wise move on the part of Titus that it has distanced itself from the film and just concentrated



on creating more of a general wacky Blues Brothers experience, complete with a full-on R&B soundtrack.

You play Elwood Blues, who's just been released from the slammer and decides that in order to get his life back on track, he needs to get his old band back together and win the Battle of the Bands. It's not going to be easy, though – in Chicago, everybody's a music critic (even the undead!) and there's a virtual army of enemies trying to stop Elwood's comeback! More to the point, he needs money – bands don't work for free, and the Mob has a vested interest in seeing that Elwood

doesn't win the contest, even going so far as to kidnap all his old band members. You might need some big bucks to keep the mafia leg-breakers away from your kneecaps!

While all the shots here make *Blues Brothers 64* look like a *Banjo*-style 3-D platformer, the game's five worlds – which include a prison, Downtown Chicago, a graveyard and a swamp – also promise other types of gameplay, with both side-on platform sections and obstacle courses making an appearance. There will be plenty of puzzles for Elwood to solve (hopefully not that difficult, since Mr Blues isn't

▼ Chicago seems to be overrun with the undead these days. Is it the Mob, or those dodgy doctors from ERT?

BLUES BROTHERS 2000

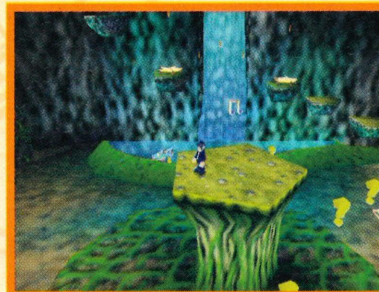
Publisher: Titus
UK Release: Spring 2000

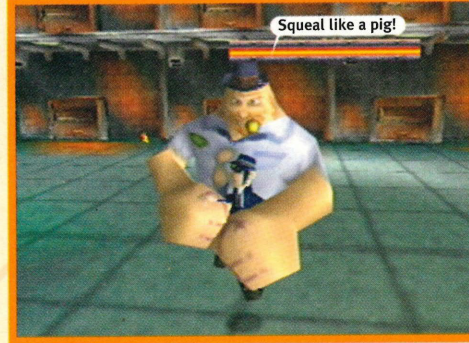


▲ Prisoners lumber around as Elwood attempts to bust a band member out of pokey. Just don't bend over for the soap!



▲ Go go severed Gadget head! The spirit of a famous cartoon character attacks Elwood as a comment on Hollywood, or something.





known for his Einstein-like brainpower), and some of them are musical in nature, as befitting the black-suited bluesman. Learning new songs is actually an integral part of the game – after all, Elwood can't expect to impress the judges if he doesn't learn some new material.

There will also be a four-player 'adventure battle' mode in the game, as well as something completely new to the N64 – a multiplayer dance contest! Titus is keeping quiet about exactly how it plays, although some *Bust-A-Groove* funky movemaking might well be in order. We should be able to let you in on the secrets of *Blues Brothers 64* soon – make sure you have a full tank of gas and half a pack of cigarettes ready for our review! ■

▼ He's only just been released from prison, and already Elwood's back in the slammer! Some people just never learn.



▲ On the streets of Chicago, Elwood has to watch out for interference from the 'rollers'. Hope they don't have SCMODS!

▲ Well, this is what happens when the government secretly tests experimental pesticides in urban areas...

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HAPPY NEW YEAR!

TG Hyperbike

It could be 'wheelie' good! (Sorry.)



▼ Like any bike racing game worth its salt, *TG Hyperbike* offers players the chance to race in a first-person view.

Another victim of the BBC deciding that the words 'gear' and 'top', not necessarily in that order, belong to Auntie alone (see page 42), Kemco's *Top Gear Hyperbike* has been forced to change its name to *TG Hyperbike*. That's not the only thing that's changed, though. When we first saw the game at the Los Angeles E3 show last year, it looked like yet another one of the many dirtbike games due for the N64. The game has advanced since then, though, and mudplugging isn't the only sort of bike action on offer!

TG Hyperbike lets you ride sleek street racers as well as butt-ugly

muckrakers. Kemco looks to have secured some official licences from the likes of Kawasaki and Yamaha (though we've spotted a 'Cudati' on one of the selection screens – hmm) and having a wider variety of bikes should help fend off the dullness that quickly overcame *Supercross 2000*. There are even some secret bikes, like a comedy scooter!

We've seen five different racetracks already – the Egyptian desert, the streets of Florence, a Swiss mountain

village, the jungles of the Congo and a redwood forest – and it's possible there will be more. There are definitely additional courses for stunts and freestyle riding, though, so if showing off in mid-air is your thing there'll be plenty to keep you occupied.

TG Hyperbike is due for release sometime around Easter – we should be able to let you know a more precise date as soon as the people at Kemco actually decide themselves! ■

TG HYPERBIKE

Publisher:

Kemco

UK Release:

Easter 2000



▲ Typical. You travel to the furthest reaches of the Egyptian desert and some Japanese company's littered the place up!

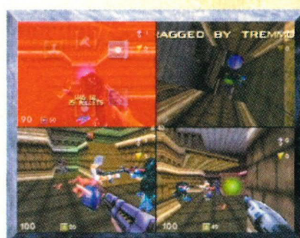


▲ For the posers among you, *TG Hyperbike* has freestyle tracks where the aim is to score points by performing dazzling stunts.



TUROK

RAGE WARS™



HEAD TO HEAD TO HEAD TO HEAD COMBAT!



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EDITORIAL

Nintendo had a very good Christmas, despite the predictions of the 'N64 is dead' contingent. *Donkey Kong 64*, even at its high price, flew off the shelves and sold over 35,000 copies in just four days, ending up with an impressive 75,000 sales after two weeks. *Super Smash Brothers* and *Jet Force Gemini* also did well, selling around 47,000 copies each by the end of the Christmas period.

Better still, in the week after Christmas the N64 itself outsold the Dreamcast for the first time since the launch of the Sega console, proving once and for all that games, not graphics, sell hardware. The N64 now has a UK user base of over 1.6 million. It's just a pity not everyone with an N64 buys 64 MAGAZINE!

This all goes to show that the N64 still has plenty of life in it. Big titles like *Resident Evil 2*, *Perfect Dark* and even the *Pokémon* titles will ensure healthy sales for the first half of 2000. Suits us just fine.

Another piece of good news for the Big N came in the States, where Nintendo won a long-running legal battle against software pirates. Nintendo sued Bung, the Hong Kong company that makes cartridge copiers like the Doctor V64, and won. As a result, Bung was forced to pay Nintendo millions of dollars in damages and costs, and has also been banned from making or selling any hardware that could be used to infringe Nintendo's copyrights. All in all, the 21st Century's started off pretty well for Nintendo.

Andy McDermott, Editor

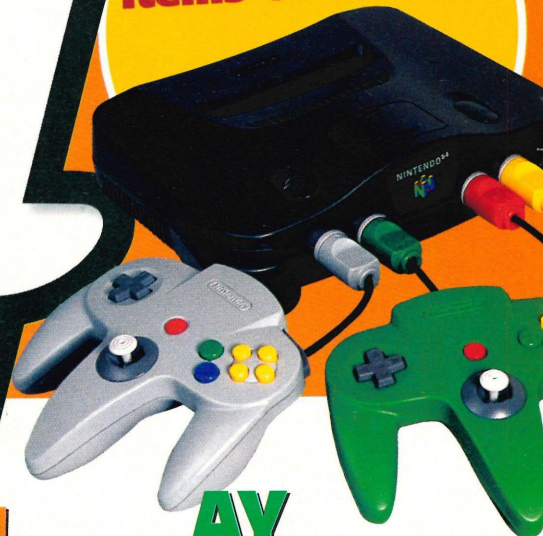
NEWS NUGGETS

JOANNA'S A BIT FAT – Good news; *Perfect Dark* is finished! Bad news; it currently only works with an Expansion Pak installed. Since Nintendo didn't want to have to bundle a Pak with the game, *Perfect Dark* is being compressed to run on a standard N64. The April launch shouldn't be affected, luckily!

POWER WHATSIS? – THQ remains a major supporter of the N64, with several titles planned for 2000, at least for the US. There's a new *Rugrats* game, *Aidyn Chronicles: The First Mage* is an RPG, *WWF Smackdown* is – surprise! – a wrestling game, and *Power Rangers Lightspeed Rescue* features those (now unfashionable, surely?) lycra-suited superheroes.

the 64 showcase

news
peripherals
rumours • hot
items of interest



DIRTY DOZEN

N64 2000 line-up announced



Just bought *Donkey Kong 64*? Completed it with the help of our book last issue? Eagerly awaiting the next Nintendo game? Hoo boy. Are you in for a long wait!

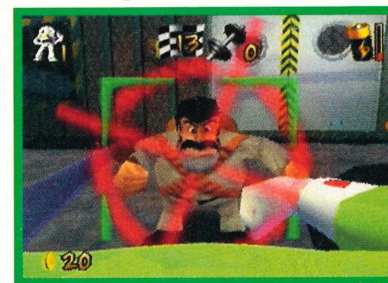
Nintendo's N64 release schedule for the whole of 2000 contains a massive, er, 12 games. You might think that works out at one game per month. You'd be wrong. The first game to appear on shelves in the UK will be *Ridge Racer 64* in March, followed by *Perfect Dark* (yes!) and *Pokémon Stadium* in April, *Starcraft* in May, *Mario Party 2* in June and *Pokémon Snap* in September. The other six games don't even have confirmed release dates yet.

As for those other six games, they are *Excite Bike*, *Conker's Tales 64* (according to Nintendo's release schedule – has the game's name changed again?), *Banjo-Tooie*, *Zelda: The Continuing Saga* (referred to on the schedule as *Zelda Gaiden*), *Mickey Racing USA* (which may just be called *Mickey Racing* over here) and, intriguingly, 'Rare's Secret Project'. We'd very much like this to be a hardcore sci-fi action title with lots of death and destruction and the world's best multiplayer game. We worry it'll be a cartoony platformer. Doh!

Fortunately, you only have to check out Gamewatch over the page to see that there will be plenty of other N64 games appearing in 2000 from other companies. There's life in the black box yet!

AY CARAMBA!

Buzz 'mex' a
big mistake



Toy Story 2 – the game, not the film – has come under attack in the States for 'racial insensitivity'.

One of the bosses in the game is a cartoon-style Mexican revolutionary, complete with peasant outfit and bullet belts. Over-reacting in fine PC style, American pressure groups have demanded the removal of the 'offensive' character, and game producer Activision has already taken the game off the shelves for reprogramming.

It's uncertain whether this will affect the UK launch of the game, Britain not, after all, being known for its large Mexican population.

MILLENNIUM POSTPONED

ISS isn't ready **B**ad news for football fanatics eagerly awaiting the update of the world's best footie game. Konami's *ISS Millennium*, scheduled for a February release, has been delayed until May.



The reason for the holdup is the Career mode which, while it promises to be an interesting new addition, is also causing problems for the programmers. The amount of text that has to be translated from Japanese to English is slowing the conversion down, hence the three month delay.

ALSO FROM FROM PARAGON PUBLISHING...

DVD REVIEW

Issue 9 ISSN: 1466-593X £3.95

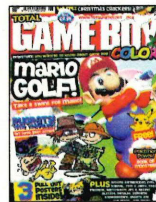
With over 650 films out on DVD in the UK, no self-respecting film fan can ignore this new format any longer! For a complete guide to DVD, what it means, what it does, and what hardware you need, check out *DVD Review*, officially the UK's best-selling DVD magazine. It's essential reading!



TOTAL GAME BOY COLOR

Issue 6 ISSN: 1464-5904 £2.95

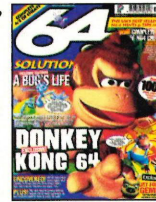
Okay, so it's got snow on the cover – it is still winter, you know! This issue of *Total Game Boy Color* has a bumper review of the brilliant *Mario Golf* along with a feature on the best games of 1999, hints and tips for the leading Game Boy titles and plenty of stuff to win. What more could you want?



64 SOLUTIONS

Issue 16 ISSN: 1369-7064 £3.95

When we cover the biggest games, we don't do it by halves! We've got the massive solution to *Donkey Kong 64* to kick off the millennium, as well as busting *A Bug's Life* wide open (with maps to boot) and the conclusion to our top *Jet Force Gemini* walkthrough. Talk about fantastic!



TURN THE PAGE!

If you were surprised and/or confused by last issue's Showcase, don't worry – so were we! Due to a bizarre cock-up at the printers, a page from the previous issue ended up being reprinted.

If you were wondering what the proper page looked like, here it is in all its microscopic glory!



PAK IT IN!

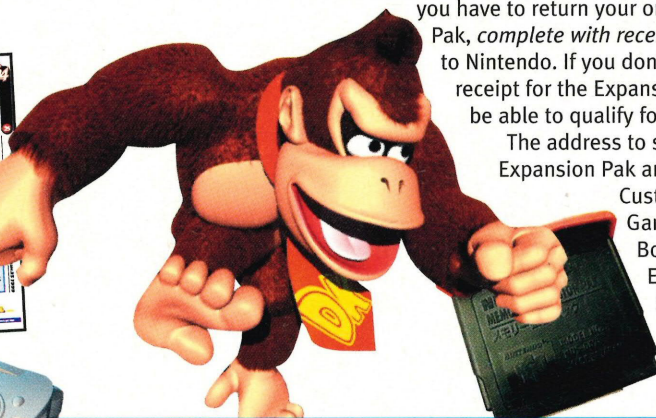
Nintendo offers Donkey Kong trade-in

If you're a hardcore N64 gamer who was annoyed about having to shell out for an extra Expansion Pak when you bought *Donkey Kong 64*, you might be able to find some consolation.

Nintendo has agreed to offer games in exchange for unwanted Expansion Paks. There are some conditions; the games you can choose from are *F-Zero X*, *1080° Snowboarding* and *Twisted Edge Snowboarding*, and in order to qualify for the deal you have to return your original Expansion Pak, complete with receipt (very important) to Nintendo. If you don't have the original receipt for the Expansion Pak, you won't be able to qualify for the offer.

The address to send your unwanted Expansion Pak and receipt is Customer Services, THE Games, Parham Drive, Boyatt Wood, Eastleigh, Hampshire SO50 4NU.

Remember to say which of the three games you want!



KOMBAT KILLED!



Oh no, disaster, catastrophe. We're gutted. Really. Midway's *Mortal Kombat: Special Forces*, the limp *Tomb Raider* knockoff we were quite rude about in issue 28's E3 report, has been cancelled.

Considering the current state of the N64's release schedules this might seem like a bad thing, but the game really was a no-hoper, and Midway has definitely done the right thing by dumping the game. Hardcore *Mortal Kombat* fans will doubtless be distraught, but who cares what they think anyway?

The latest news and rumours about Nintendo's next console...

Nintendo has (unofficially) confirmed that there will be a *Zelda* game for the Dolphin. In an interview with a Swedish magazine, Nintendo's gaming mastermind Shigeru Miyamoto said that Link's adventures would indeed continue on Nintendo's next console, and that the game was already being developed. Good news, you'd think.

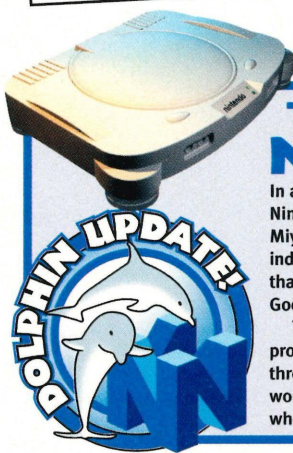
There is, unfortunately, one slight fly in the proverbial. *Ocarina Of Time* on the N64 took over three years to develop. *Zelda* on the Dolphin won't be ready for... don't have a heart attack when you hear this... five years!

This instantly throws all of Nintendo's proposed timetables for the Dolphin into doubt. If the Dolphin comes out in 2000, as Nintendo has repeatedly insisted, the machine will be four years old by the time its biggest game turns up. If you're thinking that *Ocarina Of Time* appeared at about the same point in the N64's life, bear in mind that the N64 game was over a year late!

It's also possible to make a reasonable guess at the length of development times for more typical Dolphin games. Based on the increase in development time between the N64 and the Dolphin *Zelda*, we'd say a Dolphin game would

realistically take at least two years to develop, certainly to Nintendo's standards. Since the technical specs of the console were only finalised a few months back, any games currently in development can't have been going for much longer than that. If it's learned from the N64, Nintendo won't launch a console without games (and it would be reasonable to expect a *Mario* game to be available from day one), so we'd put our money on a spring 2001 launch for Dolphin. At the earliest.

Having said that, we wouldn't mind in the least if Nintendo surprised us...



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Gamewatch

Department 1
0171 - 916 8440

In association with Department 1
Department 1, 3rd Floor, Suffolk House,
1-8 Whitfield Place, London W1P 5SF.
Tel: (0171) 916 8440

When you want to find out what games you'll be able to play on your N64 in the future, this is the only place worth looking! This comprehensive list shows all the N64 games that we know about, along with their expected release dates (where known). Gamewatch is updated every month.

Gamewatch is produced in association with Department 1. All the UK releases are highlighted in yellow for ease of spotting, so that you'll be able to avoid those 'only in Japan' moments of gloom!

• Release dates are subject to change without notice. That's software companies for you, always a-choppin' and a-changin'. So don't blame us if your favourite game turns up six months late!

RELEASE DATES

FEB-MAR 2000

Battlezone 64	UK	Feb
Castlevania: Legacy Of Darkness	UK	Feb
EPGA Golf	UK	Feb
Harvest Moon 64	UK	Feb
Hydro Thunder	UK	Mar
Hype: The Time Quest	US	Mar
Nuclear Strike	UK	Feb
Rally Masters	UK	Mar
Resident Evil 2	UK	Feb
Ridge Racer 64	UK	Mar
Taz Express	UK	Mar
Top Gear Hyperbike	UK	Mar
Top Gear Rally 2	UK	Feb
Toy Story 2	UK	Feb

APR-MAY 2000

Daikatana	UK	Apr
ISS Millennium	UK	May
Perfect Dark	UK	Apr
Pokémon Stadium	UK	May
Starcraft	UK	May

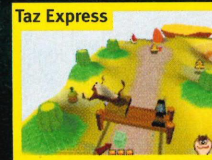
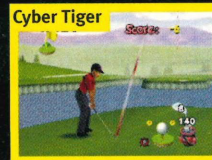
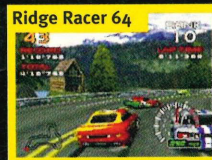
JUN ONWARDS

Duck Dodgers	UK	Jun
Mario Party 2	UK	Jun
Mickey Racing USA	US	Dec
Pokémon Snap	UK	Sep
Wacky Racers	UK	Jun

TO BE CONFIRMED

1080° Snowboarding 2	Jap	2000
3Sixty	US	2000
4x4 Mud Monsters	US	2000
Aidyn Chronicles: The First Mage	US	2000
Airport Inc	UK	2000
Alone In The Dark 4	UK	2000
Animaniacs Ten Pin Alley	US	2000
Army Men: Air Combat	US	2000

Asteroids Hyper 64	UK	2000	Namco Museum	UK	2000
Banjo-Toolie	UK	2000	NBA Live 2001	US	2000
Bassmasters 2000	UK	2000	NFL Blitz 2000	US	2000
Batman	UK	2000	Nightmare Creatures II	UK	2000
Blues Brothers 2000	UK	2000	Ogre Battle 3	US	2000
Bomberman 2	Jap	2000	Polaris Snocross	US	2000
Caesar's Palace	US	2000	Power Rangers Lightspeed Rescue	US	2000
Cenzo's Carnival Adventure	US	2000	Puma Street Soccer	UK	2000
Custom Robo (64DD)	Jap	2000	Quest 2	US	2000
Daikatana	US	2000	Resident Evil Zero	Jap	2000
Derby Stallion 64	Jap	2000	Rev Limit	UK	2000
DethKarz	UK	2000	Riqa	UK	2000
DethKarz	US	2000	Robocop	US	2000
Die Hard	US	2000	Rollerball	US	2000
Donald Duck	UK	2000	Ronaldo Soccer	UK	2000
Doshin The Giant (64DD)	Jap	2000	Rugrats In Paris	US	2000
Dragon Sword	UK	2000	Shadow Man 2	UK	2000
Earthbound	UK	2000	Sim City 2000	UK	2000
Eternal Darkness	UK	2000	Sim City 64 (64DD)	Jap	2000
Excite Bike	UK	2000	Snowboard Kids 2	UK	2000
Extreme Sports 64	UK	2000	Speed	US	2000
FIA Formula 1	UK	2000	Spider-Man	UK	2000
Fighters' Destiny 2	UK	2000	Spooky	US	2000
Fire Emblem 64	Jap	2000	Spy Hunter	US	2000
F-Zero Xpansion (64DD)	Jap	2000	SR3K	US	2000
Ghoul's & Ghosts	Jap	2000	Sydney Olympics 2000	US	2000
Grand Theft Auto	UK	2000	Tetris Attack	UK	2000
Hercules	US	2000	Thornado	US	2000
Jeff Gordon XS Racing	US	2000	Thrasher: Skate And Destroy	US	2000
Jest	UK	2000	Tony Hawk's Pro Skater	US	2000
Jungle Emperor Leo	Jap	2000	Top Gun	US	2000
Kirby 64	US	2000	Turok 3: Oblivion	US	2000
Kobe Bryant 2	US	2000	Twelve Tales: Conker 64	UK	2000
Madden 2000	US	2000	Untitled Rare Game	UK	2000
Magic Flute	Jap	2000	Ura-Zelda (64DD)	Jap	2000
Mario Party 2	Jap	2000	Velocity	US	2000
Mario RPG	UK	2000	Wild Waters	UK	2000
Mega Man 64	Jap	2000	Win Back	UK	2000
Metal Gear	Jap	2000	The World Is Not Enough	UK	2000
Mickey Racing	UK	2000	WWF Smackdown	UK	2000
Mini Racers	UK	2000	X-Men	US	2000
Mortal Kombat: Special Forces	US	2000	The Young Olympians	US	2000
Mother 3	Jap	2000	Zelda: The Continuing Saga	UK	2000



GIZMOS & GADGETS

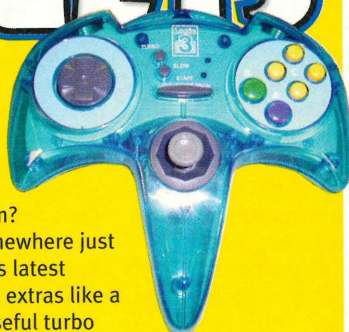
6T4 PAD

LOGIC 3 • (0181) 900 0024 • £14.99

There must be people out there who buy these pads; why else would companies keep releasing them? Perhaps there is a big warehouse somewhere just full of unwanted third-party pads. This latest offering from Logic 3 has all the usual extras like a pointless slo-mo button and mildly useful turbo button, but apart from that it's just a below-average piece of plastic which squeaks. Yes, it's true – the analogue stick has the annoying habit of doing a mouse impression! If you can forgive this it does feel comfortable on the thumb, despite being a little stiff.

The most annoying thing about this pad, though, is the grip on the right-hand side, which leaves your right thumb sitting uncomfortably above the buttons. On the plus side, the pad does have a circular D-Pad, so if any good N64 fighting games are ever released those fireball moves will be a lot easier. It also comes in a range of vivid transparent colours, like everything else these days!

64 MAGAZINE rating:



WIN! GEX SNOWBOARDS!

Radical, dudes, and other similar stoned-sounding expressions! The prizemeisters at Crave have generously donated not one, but two totally tubular Gex snowboards as prizes to 64 MAGAZINE readers!

The boards are custom-painted with Gex logos and artwork (the logo on the top, the smirking lizard himself on the underside), so are just the thing to awe other snowboarders as you glide down the slopes and send shards of bitter ice spraying into the eyes of onlookers. As you can see from models Mike and Mark, they make anyone look as cool as Gex himself! (Er...)

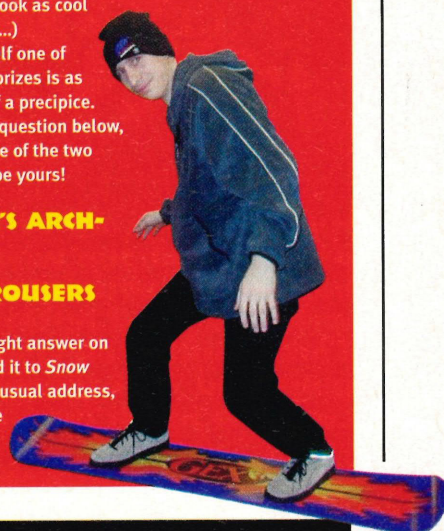
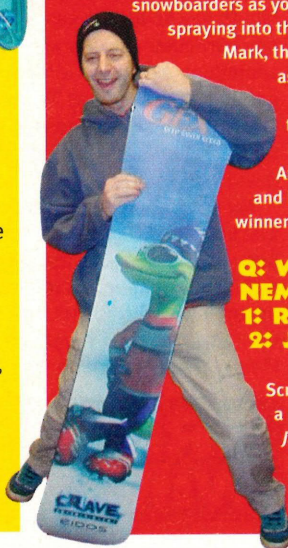
Winning yourself one of these winterised prizes is as easy as falling off a precipice. Answer the simple question below, and if your name is one of the two winners, the board will be yours!

Q: WHO IS GEX'S ARCH-NEMESIS? IS IT:

1: REZ

2: JOHNNY TROUSERS

Scribble down the right answer on a postcard and send it to *Snow Joke compo* at the usual address, to get here before February 24. Duuuuuude!



64 MAGAZINE CHARTS

In association with

GAME

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THIS MONTH	LAST MONTH	GAME	PUBLISHER	64 MAGAZINE SCORE
1	–	Donkey Kong 64	Nintendo	93%
2	–	WWF Wrestlemania 2000	THQ	93%
3	1	Super Smash Brothers	Nintendo	87%
4	3	Rayman 2	Ubi Soft	94%
5	–	Rainbow Six	Take 2	92%
6	–	WCW Mayhem	EA	74%
7	5	Lego Racers	Lego	76%
8	2	Jet Force Gemini	Nintendo	91%
9	8	Goldeneye	Nintendo	95%
10	7	Rugrats Treasure Hunt	THQ	44%

You can win a £50 voucher to spend at your local GAME shop! All you have to do is predict the top three games in next issue's chart and send your predictions to *Chart Compo*, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth BH1 2JS!

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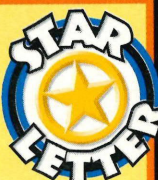
20



Hurray! Back up to two pages – you see what happens if you actually write us good letters? This month, television, guns and N64 games cost too much (again).

STAR PRIZE

The star letter each month wins a lorry load of N64 peripherals courtesy of Fire International.



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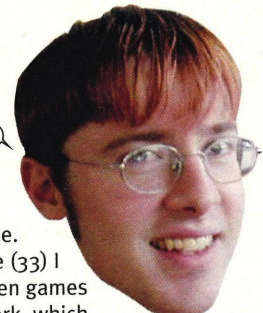
I Want My GTV

Dear 64 MAGAZINE,

I am writing for two reasons. First, I would like to complain about the way that most of the media has ignored computer games over the years. I have noticed this more recently as computer games are supposedly becoming more 'cool'. For example, the television companies do virtually nothing about gaming. "But what about *Bits*?" comes the cry from its 15-strong audience. Well, the less said about that the better. Then we come onto the BBC's attempt at reviewing games – take one Westlife member, get him to say he likes a game, then without giving any particular reasons why he liked it move on to something else. I know there is nowhere near enough space in these TV programmes to do an in-depth review like those in magazines, but if they are going to review games they should make it worth watching.

My second concern is to do with my beloved black box and its games situation. There have been a lot of remarks made by a certain group of reviewers (Channel 4's teletext, page 480 onwards) about the fact that Nintendo's Christmas releases number only two, but if they bothered to look further they

Wotcha.



might change their tune. After reading last issue (33) I saw no fewer than seven games which got an 80%+ mark, which shows that the N64 is still going strong.

This is where the problem lies. If you don't get a magazine on a regular basis then you miss out on all the great games which pass unnoticed. The retailers are also to blame, because they only stock the games which receive the most attention. When I go into the main local retailers, they only seem to stock 10-15 N64 titles, while alongside them are over 50 different PlayStation titles. Are they not aware of not so well-known games like *Castlevania* and *Silicon Valley*?
Chris Edwards, Humshaugh

Games programmes on TV have always tended to be pretty weak – we enjoy ribbing our own Martin Mathers about his stint as a Videator on *Games World* (he was Mr Mathers, The Megabyte Millionaire, if you were wondering). The reason for this is that producers think that people who play games are all 12-year-olds with the attention spans of goldfish, and if something can't be summed up in a three-second soundbite they're going to change

PRIZE WINNER



CD Or Not CD

Dear 64 MAGAZINE,

Recently you may have visited computer stores and looked at the games they sell. Have you noticed the space given to the PlayStation compared to the N64? There are only a couple of titles you have given the Gold Medal award (like *Goldeneye*) yet the PlayStation has numerous outstanding titles. What I don't understand is why manufacturers don't release games on the 64-bit N64 compared to a 32-bit console like the PlayStation?

Secondly (and probably the reason why people prefer the PlayStation) is the price of games. When *Goldeneye* came out that was £50, but when *Metal Gear Solid* came out it was £40. Also, games are reduced in price much quicker on the PlayStation. Why are PlayStation games cheaper? I doubt it is because they're on a CD! Game and EB are making most of the PlayStation titles £30 or less, but not the N64. Why the hell is that? Most people who own an N64 can't afford a 50 quid game every month or so and must wait.

Thirdly, games are nearly always postponed. If companies know they still need to work on the game, why give it a release date? I really wanted that 64DD three years ago, and when it finally came out it was Japan-only. The N64 needs more games at lower prices, or the only chance for Nintendo will be Game Boys and the Dolphin.

Alex Wilkes, Crowthorne

You'd be wrong to doubt that PlayStation games are cheaper because they're on a CD – that's *exactly* why they're cheaper! Nintendo's biggest mistake with the N64 was to use cartridges instead of CD-ROMs. Even after paying Sony the manufacturing and licence fees, it only costs a couple of quid for a software company to make a CD. On the N64 it costs *at least* £14 per cartridge, and the bigger the cartridge, the more it costs. Bearing in mind that PC RAM costs about £35 for 32Mb (256Mbits), Capcom's 512Mbit carts for *Resident Evil 2* must cost a fortune!

Videogames are big business, and big business is about one thing, and one thing only – money. If you're a software company about to develop a game, and it costs you £14 more per unit to make that game on the N64 than on PlayStation (which also has a much larger user base), PlayStation games involve less risk for more profit. Even huge companies with money coming out the ying-yang work this way – look at the number of proven successes on other formats being ported to the N64, as opposed to original, N64-only games.

Also, if a company produces an N64 game that doesn't sell well, they're stuck with maybe tens of thousands of carts that they've already paid for and can't get rid of. Having over 150 grand's-worth of unsaleable stock is a big deterrent to making more N64 games. Check out the Nindex and see how many companies have only produced one or two games – now you know why...

Pokémon Wait

Dear 64 MAGAZINE,

I am writing to you to ask about the phenomenal success of *Pokémon*. Ever since *Pokémon* reached the UK, everybody has gone head over heels for it, even PlayStation owners. I was wondering whether *Pokémon* themselves (especially Pikachu) will replace Mario as Nintendo's mascot. I wouldn't be surprised



21

if they did, because at the

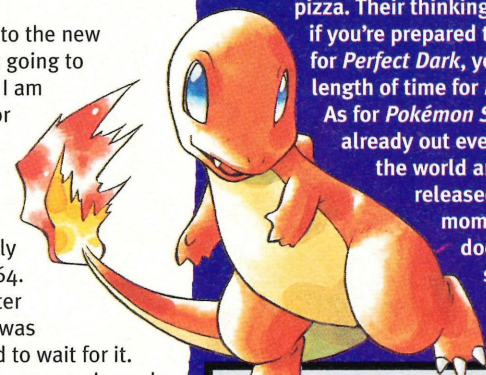
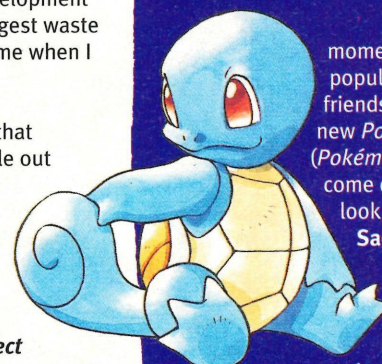
moment *Pokémon* are more popular than Mario and his friends. Also, when will the new *Pokémon* games (*Pokémon Stadium* and *Snap*) come out on the N64? They look incredible!

Sach Sohal, Rotherham

In one of those marketing moves designed to do nothing but puzzle and annoy N64

owners, Nintendo is spreading out its 2000 releases thinner than the topping on a pizza. Their thinking seems to be that if you're prepared to wait until April for *Perfect Dark*, you'll wait the same length of time for *Pokémon Stadium*. As for *Pokémon Snap*, a game that's already out everywhere else in the world and could be released here at a

moment's notice... how does September sound? Nintendo: they're quite mad, you know.



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By Post:

When I'm 64
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Paragon Publishing
Paragon House
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Bournemouth, BH1 2JS

Letters almost certainly will be edited for length and other reasons. All letters are read, but personal correspondence will not be entered into, even if you include an SAE, so don't!

channels. This is why TV games reviews tend to be limited to "Great graphics, yeah! Woo!" and seem to be aimed at chimps. If you want in-depth game reviews, come to us – they're why we're here!

Concerning shops, it's a sad fact that many retailers really *aren't* aware of anything outside the top five. Try asking the dullards at Dixons or somewhere a gaming question and watch the grease in their hair ignite. Unfortunately, as I said in issue 34's editorial, if shops perceive the N64 to be unsuccessful they'll give it less space, which means it's less likely to get good sales!

Man With Big Gun

Dear 64 MAGAZINE,

I am a keen videogames player and have been since the old days. I've seen all manner of new consoles come and go. I've also seen a lot of games come and go, and by far my favourites are gun-toting shoot-'em-ups. I just love 'em! The massive plastic guns, the over-the-top bosses, the elaborate deaths. The best so far have been made by Sega – obviously Nintendo could do better, yet they have not made a single one on the N64. Please could you tell me if they are planning to make or release one, and if not, why? Jackson Payne, Weybridge

Nintendo has a reputation for making what Shigeru Miyamoto recently described as 'kind' games, and plastic replicas of powerful handguns don't really fit in. (Quite how *Mario's* gleeful genocide of Koopas and Goombahs, and the whole *Pokémon* thang of animal trapping and fighting, fit in is a complete

mystery.) At this stage in the N64's life, there's almost zero chance of a lightgun game turning up.

Banjo Bore

Dear 64 MAGAZINE,

I am writing to ask why you have lowered the score of *Banjo-Kazooie* and said that it doesn't beat *Mario*. Have you played *Mario*? Sure, it was very good when the N64 came out, but now... [goes on and on for four whole pages of A4 about how *Banjo* is better, mainly because it's got better visuals and some comedy voices – Ed]

Thomas Digby, Diss

'Diss', eh?

Perfect Dark, Perfect Dark

Dear 64 MAGAZINE,

I would like to make it clear from the start that I am not complaining that games come out too

quickly for the N64. All I am complaining about is the fact that everyone keeps complaining about games having their release dates set back. This letter is to all those people who, when they heard about *Perfect Dark's* release date being set back, started banging their head off the nearest hard surface. [That'd be us, then – Ed]

If those sort of people would just stop and think about it they would realise that it is a good thing that *Perfect Dark* was set back. People have been talking about *Perfect Dark* being one of the best games ever on the N64. If the people at Rare have decided to hold back the release date of *Perfect Dark*, then it was probably to make improvements in the game. These improvements could put *Perfect Dark* over the top and make it the best game ever.

The only time people have a reason to complain is if a game has been in development for ages and it turns out to be the biggest waste of a cartridge. It really, really annoys me when I hear about games like these.

Phillip Colwell, Millisle



PS: I hope that some people out there have learned something from this letter.

We learned that you like to say '*Perfect Dark*', certainly.

Blowie The Dolphin

Dear 64 MAGAZINE,

I am looking forward very much to the new Nintendo console, whatever it is going to be called. But at the same time, I am in a dilemma whether to buy it or the PlayStation2 that is also coming out at the end of 2000. Because Nintendo is leaving it so long before it release its machine, it will be making exactly the same mistake as with the N64. Although the N64 is a much better console than the PlayStation, it was released later, so no-one wanted to wait for it.

What this meant was that any games released on the N64 didn't sell well. I fear that if this happens again with the new console, companies will abandon Nintendo, leaving it with hardly any games. Also, due to the same reason, nobody will buy the new console, which means that it will be no fun to own.

Patrick McLaughlin, London

We've said it before and we'll say it again – if Nintendo manages to release the Dolphin in 2000, we'll all be extremely surprised, as well as impressed with its ability to turn the hardware around so fast. We probably will be less surprised and impressed about the lack of games if they do manage a 2000 launch, though, since nobody will have had enough time to program any!

REVIEWED
THIS ISSUE!

64

MAGAZINE

reviews

Those Boxes Explained!

Our reviews are liberally splattered with boxes, for your convenience – if you're too lazy to read the main review, or want the technical guffery, these are where to look. But what do they mean?

Ninfo

PLAYERS

The number of people who can play the game.



EXPANSION PAK

Does the game support Nintendo's Expansion Pak for extra features?



RUMBLE PAK

Can you plug in a Rumble Pak and shake along with the game?



Publisher	The company selling the game
Developer	The company that wrote the game
Game Type	What sort of game it is – sports, racing, fighting, whatever
Origin	The country where the game was written
Release	The date the game will be on sale
Price	Gee, see if you can work this one out!

page
24

Retro road warriors return!
Which are more deadly – their guns, or their hairstyles?

VIGILANTE 8X SECOND OFFENSE

\$64,000 Question

⊕ This is where we list the good and bad points of the game. If there are more of the latter than the former, it's probably not going to be worth your money!



Memory Options

Does the game have a built-in chip to save your position, or do you have to buy one of Nintendo's Controller Paks to record your progress?



PAL Performance

In UK Update reviews, this box replaces the \$64,000 Question. It means we've already reviewed the game as an import – has the British version suffered in translation to our PAL television system?

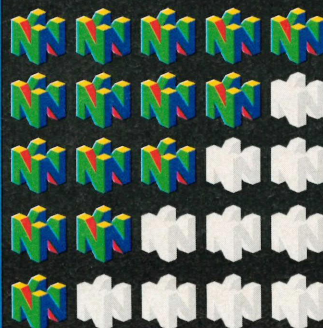


Supplied By

We get import games through importers – if you want to get hold of an import game for yourself, these are the people to call.

64 Magazine Rating

64 MAGAZINE rates graphics, audio, gameplay and challenge out of five. What does it mean when a game gets a particular score?



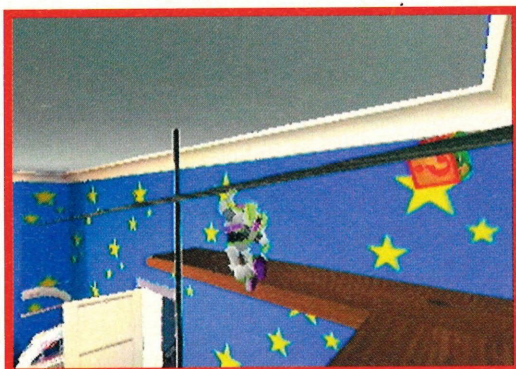
Well above and beyond the call of duty – five in a category means it's damn near faultless!

A good job – there might be a few rough edges that could have been better, but nothing serious.

Average – a game that gets this score does its job adequately in this category, but isn't anything special.

Things aren't looking good – a mark of two means that this part of the game is definitely below par.

Complete rubbish – this part of the game has been done so badly you wonder why they bothered!



30 TOY STORY 2

It'll give you a Woody!

34 NUCLEAR STRIKE 64

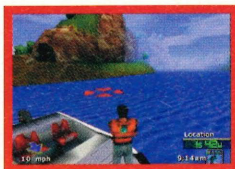
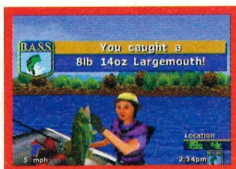
No 'chopper' jokes, please.

38 NBA LIVE 2000

Millennial hoopmasters!

40 BASSMASTERS 2000

Let's play 'find the fish'!



42 TGR 2

It's not *Top Gear* any more!

46 ASTEROIDS HYPER 64

Do you suffer the pain of asteroids?

48 EPGA GOLF

It's not easy being green!



UK UPDATE



50 A BUG'S LIFE

Ant attack!

Final Score

95%+



EVERY GAME GETS A SCORE OUT OF 100 – BUT WHAT DOES IT ACTUALLY MEAN? IGNORE ANYTHING OTHER MAGS MAY SAY – 64 Magazine IS THE MOST BRUTALLY TRUTHFUL N64 MAG AROUND, AND IF WE GIVE A GAME A GOOD (OR BAD) MARK, YOU CAN TAKE THAT AS THE GOSPEL TRUTH. THESE ARE WHAT THE SCORES MEAN IN ENGLISH...

This score wins a game the coveted Gold Medal Award. Unlike some rags, which hand out top gongs like Smarties, we're very tight-fisted with this award – out of over a hundred N64 games reviewed, only four have got the gold. It's your guarantee of a top game!

94%-90%



Welcome to Sizzler country! Scooping one of these awards means a game has had our brand of quality seared into its tender flesh. Unless you have a beef against the particular kind of game, anything that scores in this range can be bought without fear of crapness.

89%-75%



The good-but-not-awesome zone. A game in this range will still be worth getting if you like the sound of it, but it will either have some minor but annoying flaws or be missing the hard-to-define 'hook' that makes a truly great game.

74%-50%



Starting to drop into the realm of games that should only be bought if you're really, really into the subject. They might have flaws that spoil the gameplay, or be well done but not be especially interesting. Be careful before you spend your money.

49%-30%



Warning, Will Robinson, warning! If a game can only manage a below-average score, then there's obviously something badly wrong with it and you should give it a wide berth. Don't say we didn't warn you.

29%-10%



You are now entering the World Of Crap. If a game ends up here, it's got so many things wrong with it that the Russians may be planning to use it as a space station. Do not, under any circumstances, buy anything that scores this low!

Below 10%



Can there really be anything this pathetic on the N64? Oh yes, there can. Oh yes.

64 Bottom Line Controls



What do all those buttons on the pad do? We try to make sense of the insanity!

Alternatives

There may be other games of the same type already on the shelves – here you can see at a glance whether the game being reviewed measures up to the competition.

Rating

Graphics

Does the game look like Melanie Sykes, or Dot Cotton?

Audio

Does it sound like music to your ears, or nails down a blackboard?

Gameplay

Perfectly-tuned entertainment machine, or clumsy and annoying stack of cack?

Challenge

Will it keep you coming back for more, or be finished in five minutes?

Overall



The final score! It's not an average of the four categories above, but our definitive rating of the game. So, is it worth your dosh?

Soundbite

The game in a nutshell, for the truly lazy reader!

Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher: Activision
Developer: Luzoflux
Game Type: Driving/shoot-'em-up
Origin: UK
Release: February
Price: £39.99

NINTENDO 64

Memory Options

MEMORY:

Not used

CONTROLLER PAK:

Saves game and hidden characters



Second Offense

The best excuse for a car wreck since Cronenberg made Crash!

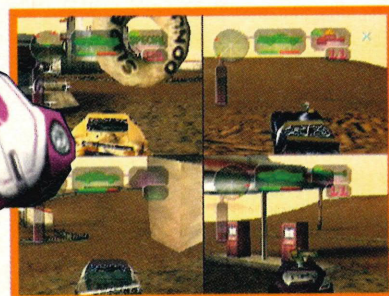
Whoever thought up *Vigilante 8* must be a complete and utter genius. What more could you ask for from a game? Not only do you get loads of weapons, fast cars and hot babes, but also some mean Seventies haircuts and clothing to boot. You'll be pleased to hear that all this, plus the all-important trademark of mindless violence, have been retained for your pleasure in the sequel and a whole host of other goodies and tracks have been added. Now your cars can hover, ski and float and there are loads of new tracks, ten new characters, upgrades, weapons and missions to keep your hunger for auto wrecks sated.

Twisted Metal

The rather dubious excuse for a story in this game sets *Second Offense* (it's an



this; in 1978, at the end of the first game, the Coyotes were defeated by the Vigilantes and the world saved! Cut to the year 2075 – evil bad guy 70-year-old Slick Clyde has managed to take control of oil company OMAR and now owns all the world's oil deposits apart from America. At the end of his life and annoyed with coming so close to world domination, he sends a few of his good men back in time – as you do – to capture America. This is where you come in, because the henchmen arrive in 1977 before the first game. Phew! Just like the first game, you



What more could you ask for from a game?

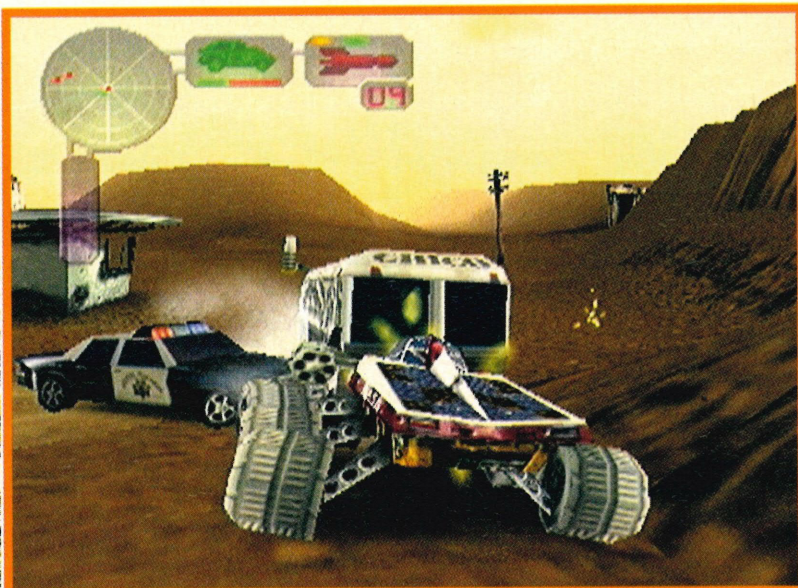
American game, hence the American spelling) before the first *Vigilante 8* game, making it more of a first offence. Confused? Well, it goes something like

case the good guy Vigilantes, the futuristic Drifters or the evil Coyotes. The fact that there are three teams

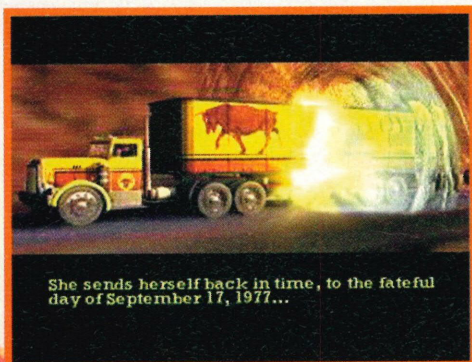
can play for any team – in this

Evel Knievel

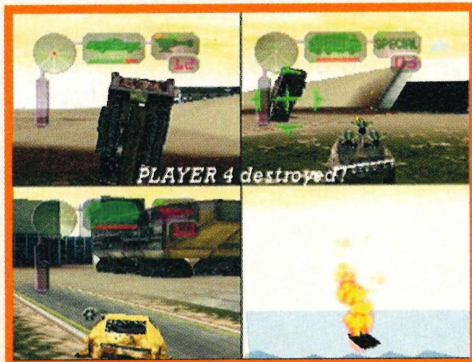
One of the weirdest new vehicles is the flying All Star team stunt cycle, which is basically a bike complete with sidecar! Once upgraded all the way you'll swap the dirt bike on the side for a huge Harley Davidson hog.



▲ Annoy the cops by blowing up the donut shack and they'll stop at nothing to get revenge!



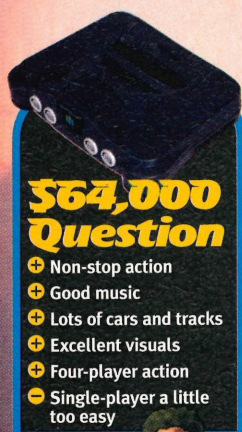
She sends herself back in time, to the fateful day of September 17, 1977...



PLAYER 4 destroyed!



▲ The story sequences in *Vigilante 8: Second Offense* consist of a series of still images taken from other console cut-scenes.



\$64,000 Question

- ⊕ Non-stop action
- ⊕ Good music
- ⊕ Lots of cars and tracks
- ⊕ Excellent visuals
- ⊕ Four-player action
- ⊖ Single-player a little too easy

instead of two is just one of the many new features in this game.

Second Offense is such an improvement on an already popular port to consoles of the PC *Interstate* series that it's difficult to see what they could do to make it any better for future incarnations. The biggest addition to this second *Vigilante* game for the N64 are the all new upgrade modes which allow you to add bits to your chosen vehicle to improve general car performance. To win the upgrades you have to destroy cars, which when totalled leave a token in their wreckage for you to pick up. Sift through the remains of a smaller, faster car, for example, and you will be awarded a power up to the total speed of your car which will be retained through later races.

Burning Hulks

What makes this feature even better is that when you get up to 50 points on any attribute you'll be given a physical addition to your car. Get speed up to 50 and you might get an exhaust added, or get up to 50 on your targeting abilities to have

a radar dish tagged onto the roof. It doesn't end here though, because when you get 100 points on any attribute, entire sections of the car will be given a stylistic makeover.

When you get 100 on all attributes your car will be left unrecognisable, completely rehauled into a futuristic nuclear-powered vehicle! Max out everything for the complete look on new character Astronaut Bob's moonbuggy to get a NASA vehicle complete with logo. One of the best in the game, though, is the Garbage Man's truck which starts out like your everyday regular trash van but turns into a hovering garbage compactor with a sporty bonnet!

Another big new addition to the game comes along hand-in-hand with the tenuous plot of a futuristic storyline. It's not just the garbage truck that can hover – by collecting a simple power-up your vehicle's wheels will fold up *Back To The Future*-style to be replaced by four blue jets which allow your car to go literally anywhere on the map. Hovering several feet above the ground, like the flying saucer from the first game, you can cross obstacles and even mines with ease. Alas, in this mode your hunk of junk is as uncontrollable as the saucer from the first game as it slides around endlessly – you might as well be driving on ice.

Total Carnage

Two other power-ups which affect your driving are the water propellers and the snow skis. Not quite as over-the-top as the hover conversion, these gadgets are slightly more down-to-earth, giving your car everything you need to tackle unfriendly terrain.

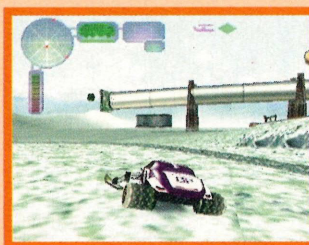
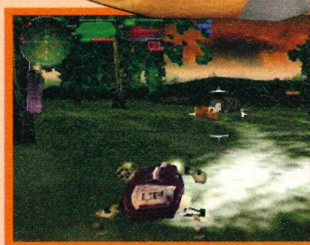
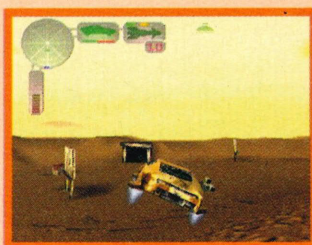
Collect the snow power-up and your car sprouts skis from the front and huge studded rear wheels, giving you the control you need for the ice or snow-filled levels. This power-up can be a little unforgiving because if you lose the skis to an enemy vehicle your car will be very difficult to handle – not fun with no homing weapons. Pick up the propeller token and your wheels will be replaced by mini motors and fins which will lift your car up on water, allowing you to access previously out-of-bounds areas.

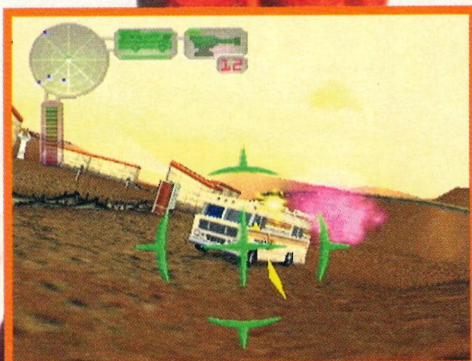


It hard to see what they could do to make *Second Offense* better!

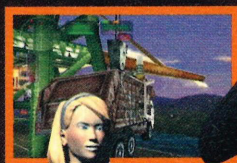
Up On Bricks

The new power-ups for *Second Offense* swap your wheels for new-fangled gadgets to help you around the levels. These tokens allow you to drive through the air with boosters, along snow with skis and across water with propellers! All the car needs now is a certain decadent secret agent driving it to make a true Hollywood action sequence.





► If you accidentally ram the nuclear waste disposal cars on the power plant level, you'll be sent sky-high in a green blaze.



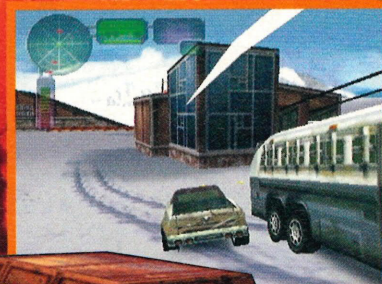
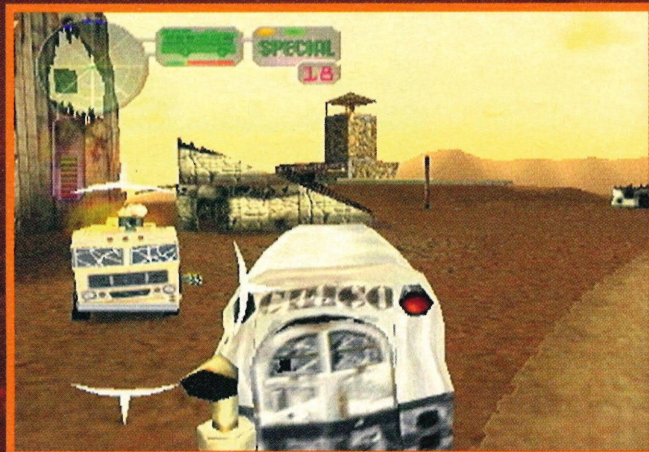
▼ As in the first game, you can blow up literally anything to create ramps like this one ahead for your car to fly off.



▲ This poster isn't just thrown in for comical effect. If you hang around the level's centre long enough, you'll be attacked by an ant!



▲ If you want to truly see the whites of their eyes before you assassinate your next target, switch over to the first-person view.



Inspector Gadget

Just like the first game, all of the characters have their own personal special weapons which can be used to wreak havoc on the opposition. These high-powered lasers and rockets can make for some truly dazzling effects.





These new areas and islands surrounded by water aren't just secret areas, of



up the action a little. As well as the free-for-all killing and the two-on-two team games, you get to play the truly wonderful Smear mode, which is what

What used to be downright dirty is now completely legal!



which there are many, but instead are integral to the game. This is because, unlike the first game, this one is a lot more mission based.

Where before you had to protect or destroy a specific building, now you have to collect objects, defuse bombs and more. On one mission, you even have to launch a huge rocket! Unfortunately these missions aren't exploited that much in the game, because at the end of the day more or less all of the game involves destroying the opposing team, a task which isn't too difficult with a bit of perseverance. This is where the game really falls down, because although killing is fun, once you've finished the one-player game and unlocked everything, replay value isn't that high. Fortunately this is where the Survival mode and multiplayer madness come screaming around the corner.

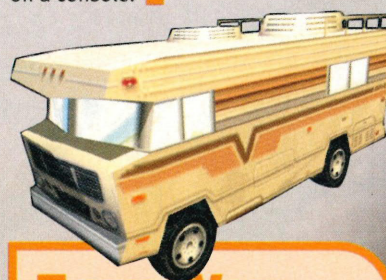
Hit And Run

Survival, or Desperado, mode is pretty much the same as it was in the first game, but multiplayer has been given a thin lick of paint to spice

multiplayer games are all about! In Smear mode,

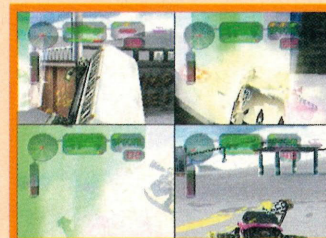
the aim is to pick on one unfortunate victim in groups in order to wipe them out of the running. This may sound like your average multiplayer game but the difference here is that this game has the rules for it, making what used to be downright dirty now completely legal!

Vigilante 8: Second Offense really does show up the first game, proving that mindless mass destruction can be some of the best fun that you can have on a console. ■

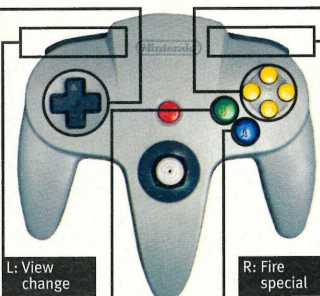


Four-Way Destruction

The most fun to be had with this game is in the four-player mode, something the PlayStation version didn't get. It certainly makes a change from the super happy *Mario Kart* battle games. Besides, where else can you ram your mate's car to destruction before totalling it with a missile? (Don't answer that one!)



64 Bottom Line Controls



Alternatives

Vigilante 8: Activision
Reviewed: Issue 25, 85%
Destruction Derby: THQ
Reviewed: Issue 34, 74%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

93

Soundbite

The most fun you can have in a car on the N64!

2nd opinion

The original V8 was lots of fun, but now looks a little old. V8:SO keeps the first game's playability and spruces everything up. In hi-res there's still a certain amount of jerkiness, but not enough to affect gameplay. It's 23.25 times better than *Carmageddon*! **ANDY McDERMOTT**

Rating



**UK's
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BEST VALUE SERVICE**

**CHEATMASTER & CHEATMISTRESS
PRESENT**

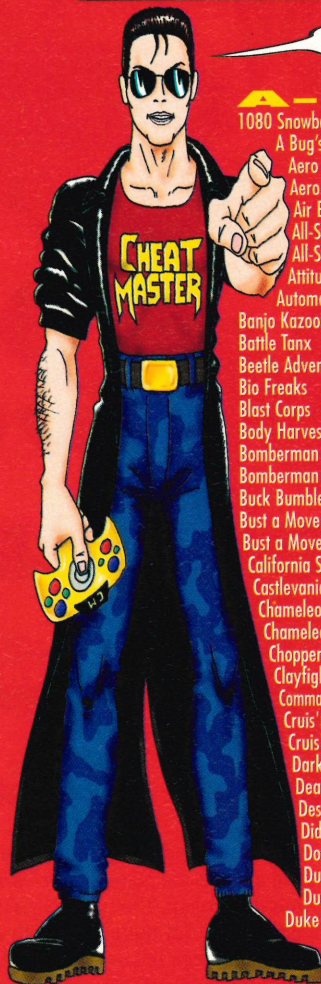


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Blast Corps
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Bomberman 64
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Buck Bumble
Bust a Move 2
Bust a Move '99
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Castlevania
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Chameleon Twist 2
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Cruis'n the World
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Doom 64
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Duke Nukem: Zero Hour

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Ken Griffey Jr's Slugfest
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Knife Edge: Nose Gunner
Kobe Bryant in NBA Courtside
L-P
Lode Runner 3D
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Mario Golf
Mario Karts
Mario Party
Micro Machines
Mike Piazza's Strike Zone
Milo's Astro Lanes
Mischief Makers
Mission Impossible
Mortal Kombat: Sub Zero
Mortal Kombat: Trilogy
Mortal Kombat 4
Multi-Racing Championship
Mystical Ninja: Starring
Goemon
Nagano Olympic Hockey
Nagano Winter Olympics '98
Nascar Racing '99
NBA Courtside
NBA Hangtime
NBA Zone '98
NFL Blitz
NFL Quarterback '98
NFL Quarterback Club 99
NHL 99
NHL Breakaway
Nightmare Creatures
Ocarina of Time: Legend of
Zelda
Off-Road Challenge
Penny Racers
Perfect Striker
Pilot Wings

Pokemon Snap
Pokemon Stadium
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Pro Baseball King
Puyo Puyo Sun 64

Q-U

Quake 2
Quake 64
Quest 64
Rakuga Kids
Rampage Universal Tour
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Turok 1
Turok 2
Twisted Extreme Snowboarding

V-Z

Vigilante 8
Virtual Chess 64
Virtual Pool 64
V-Rally 99 Edition
Waialae Country Club
War Gods
Wave Race
Wayne Gretzky's 3D Hockey
Wayne Gretzky's 3D Hockey 98
WCW Nitro
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Toy Story 2: Buzz Lightyear To The Rescue

Woody has been toynapped! Enter Buzz Lightyear - er, Lightyear - to save the day!

Ninfo

PLAYERS



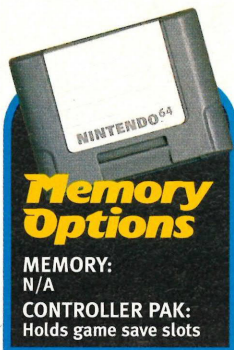
EXPANSION PAK



RUMBLE PAK



Publisher:	Activision
Developer:	Traveller's Tales
Game Type:	Platform adventure
Origin:	US
Release:	February
Price:	£39.99



Memory Options

MEMORY:
N/A
CONTROLLER PAK:
Holds game save slots

If ever there were an under-rated concept, *Toy Story* is it. The first film started out as a Disney test-run of a new graphics style and the second film was originally intended to be straight-to-video! So before you start dissing this as a film-to-game bargain basket effort, take a step back - because it actually isn't that bad. This may come as a shock after the pathetic attempt that was *A Bug's Life* (also developed by Traveller's Tales), but it seems that whatever the *Toy Story* licence touches turns to plastic gold.

There isn't a single person out there who doesn't love *Toy Story* - it appeals to everyone across all age ranges and, oddly, so does the game. From a title like this it would've been so easy to hash together a simple adventure and aim it at the kids. Instead, what you get is some basic gameplay which follows the film's locations to offer a variety of challenges. When you complete a challenge, you get a Pizza Planet Token to open up later levels. The great thing

about this game is that on each level some of the tokens are really easy to get so younger audiences will have no trouble progressing through most of the game, but the real challenge awaits more advanced players in collecting all of the tokens. Perseverance will award you most, if not all, of the tokens, but there is enough of a challenge here to make you feel as though you've accomplished something.

To Infinity And Beyond

On each level, you have to complete challenges set by characters from the films. Some challenges are the same on each level; these include collecting 50 coins for Ham and finding Mr Potato

first level you have to race RC around the garage and collect five of Bo Peep's missing sheep. The tasks are similar on each level, but there is enough variety and challenge to keep them playable. On each level you also get Rex who provides invaluable titbits of advice on where to go and what to do in each of the levels, which aren't exactly large but are definitely action packed.

The graphics on the levels are fairly bland with uninspiring textures, but this can be forgiven since it's supposed to be a cartoon world. What is surprising though is the complete lack of fogging on the levels. Unfortunately this means some pop-up, but it is minimal and doesn't distract from the gameplay. Character animation is a bit of a disappointment because 'adequate

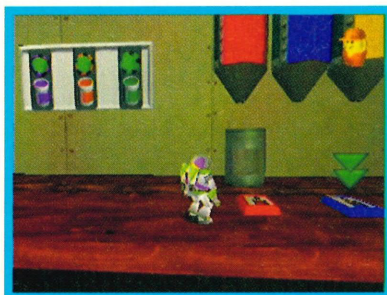
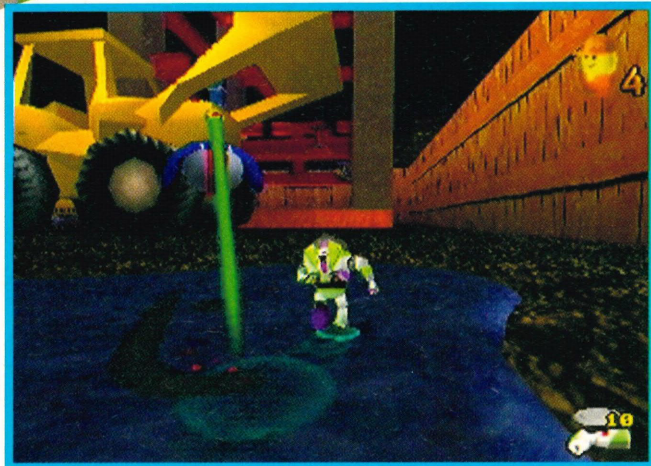
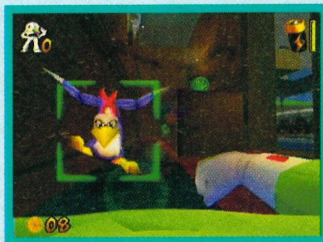
Whatever the Toy Story licence touches turns to plastic gold!

Head's missing body parts! Most of the other challenges include racing a variety of creatures and collecting items. On the

animation' isn't something you'd expect from a Disney licensed game. Where this game really shines though, drawing

Room With A View

If you can't manage to get a lock on a target in third-person mode you can, with the tap of a button, see the world from a 'Buzz-eye' view. In a nice touch, you also get to see your own reflection inside the helmet!



▲ On the Building Site level, you have to use this big digger to raise Buzz up onto the girders – not so easy under fire!

◀ On one of the levels, Buzz has to mix base colours of paint together to match the colours on the wall to receive a Planet token.

▲ Buzz gets tired of waiting for the coffee pot to boil and decides to use his laser to speed up the process a little.

you into the *Toy Story* world, is in the sound effects.

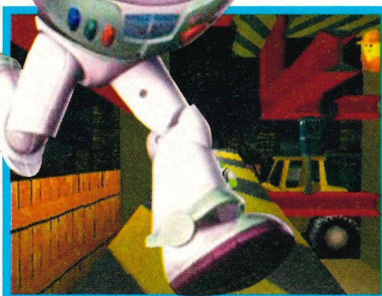
Falling With Style

Everything from the sound of Buzz Lightyear's laser to the swooshing noise of his wings opening has been faithfully recreated. It doesn't stop there though, because the game also has a handful of speech samples thrown in for good measure. Unfortunately most of this is from the first film, but they are at least well known. It's hilarious to hear Buzz say "I come in peace," when shooting an enemy or "No signs of intelligent life!" when you fail to make a jump. As you wander through the levels you also get other characters from the film shouting out to attract your attention in perfectly recognisable voices.

The main problem this game does have is when you try to make difficult jumps. It's understandable that on later

\$64,000 Question

- ✦ Loads of bits from the film
- ✦ Variety of good puzzles
- ✦ Accurate voices on the characters
- ✦ Large levels
- ✦ Platforms can be a little unforgiving
- ✦ Camera angles not the best of help

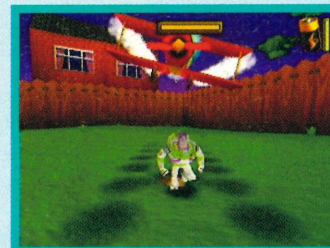


The Evil Emperor Zurg

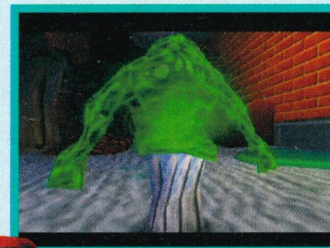
To break up the main levels you get the occasional boss, each of which has its own themed arenas.



This pneumatic drill on the Building Site level is one of the more tricky ones to defeat, as you have to run around girders.



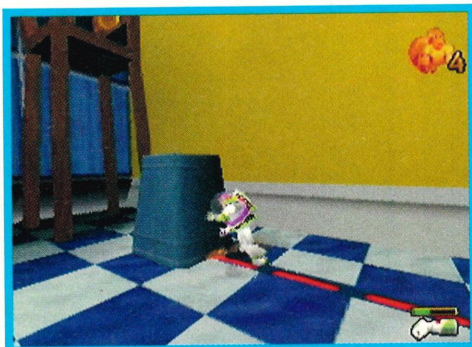
The Red Baron is one of the first major boss characters you'll come across; he has a nasty strafing habit which needs to be avoided.



Something which resembles *Ghostbusters'* Slimer attacks you in the Alley levels. Each time you damage him, he gets bigger!



The best boss of all in the game has to be Buzz's arch-enemy, the Evil Emperor Zurg himself. Unfortunately, he's a little too easy to beat.



▲ Buzz takes kicking the bucket one step further. All object-pushing antics are restricted by the red lines on the floor.

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levels the platform sections get more and more difficult, but this can go beyond frustrating at times. On one level, for example, you can spend a substantial amount of your time making your way up a lift shaft, only to fall all the way to the bottom at the final hurdle. *Toy Story 2* can be very unforgiving even to the expert player. What is even more annoying is that jumps could be a lot easier if not for the cameras and the walls.

You're Mocking Me, Aren't You?

Attempts have been made to sort out the camera views in this game by giving



more or less full control in two different modes. Of course, none of this actually helps when you are trying to negotiate your way across moving platforms in a timed race while being



fired upon by a flying tin robot. The two different modes offer a slowly spinning, almost static camera, or a quickly-spinning camera, but there is no middle option. You'll often find yourself switching between the two throughout different parts of the game.

Perhaps the most annoying things about *Toy Story 2* are the walls, or rather the contact between you and the walls. We're not just talking dodgy clipping here; that would have been forgivable. When you touch or even brush along the wall, the otherwise Lamborghini-like Buzz slows down to the speed of a Lada pulling a caravan without wheels. This is especially annoying when you're trying to jump from one small ledge to another small ledge, where contact with the wall is near unavoidable.

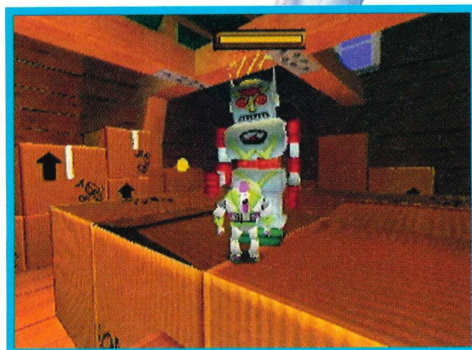
It appeals to everyone across all age ranges!



▼ Something tells me that this robot hasn't popped over to have a nice relaxing chat over a hot mug of tea.

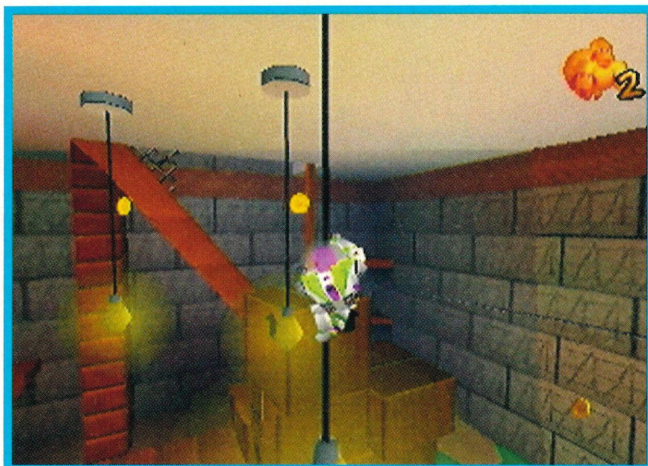
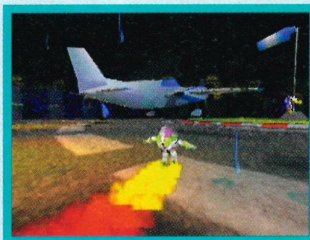
Space Ranger, Universe Protection Unit

All in all you get 15 levels for your pleasure in *Toy Story 2* and although some of these are boss levels, there is plenty of exploring to be done. To top it all you can't finish each of the levels the first time round anyway, because you need to unlock power-ups from later levels to allow access to new areas. For example, you need to collect the rocket jet boots from a later level to beat RC in a race on one of the earlier levels. This may be a simple way of claiming the game has replay value, but it does mean that you are getting value for money in a game which has no multiplayer mode. Breaking the mould of film conversion failures, this is a great game and (niggling flaws aside) is fun to play. ■



Batteries Not Included

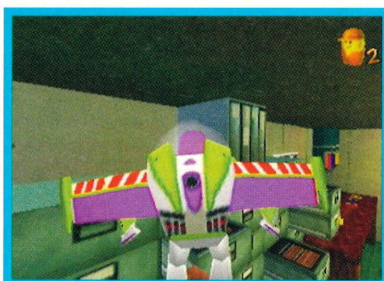
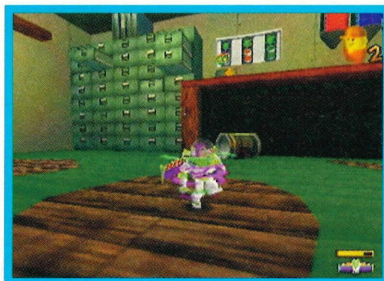
Visit Mr Potato Head on each level and provide him with a missing body part and he'll give you access to new gadgets. These allow you to collect more tokens in different levels. Power-ups include this shield and some rocket boots.



▲ One of the many skills the talented Buzz supports is the ability to climb. Get used to it, there's loads of climbing to be done.

► Power up Buzz's spinning attack and go off like a spinning top. Be warned though, this will leave him vulnerable to attack.

► True to the film Buzz cannot fly, but tap jump while you're in the air and his wings will pop out, giving you a little boost.



2nd opinion

It looks fantastic, but the camera is annoying and it all feels too much like a PlayStation platformer. It's not bad by any means, it's just that we've played lots of good platform games lately. Get *Donkey Kong* instead and leave this toy on the shelf. **MARK HATTERSLEY**

Rating



Buzz To The Rescue

The final showdown in the back of a plane pits you against three game bosses who try to stop you from getting to Woody. After the hard slog to get here this is surprisingly easy, but it's worth it just to see the scary vacant-looking face on Woody at the end!

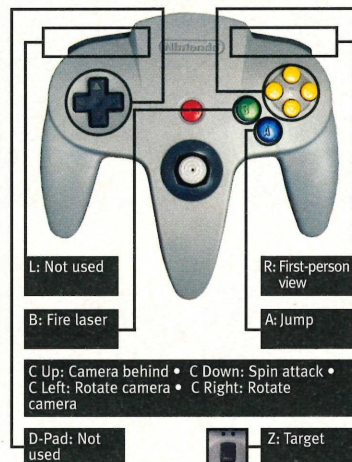


TOY STORY 2

REVIEWS

64
MAGAZINE

64 Bottom Line Controls



Alternatives

A Bug's Life: Activision
Reviewed: Issue 29, 59%
Army Men: Sarge's Heroes: 3DO
Reviewed: 35, 74%

Rating

Graphics



Audio



Gameplay



Challenge



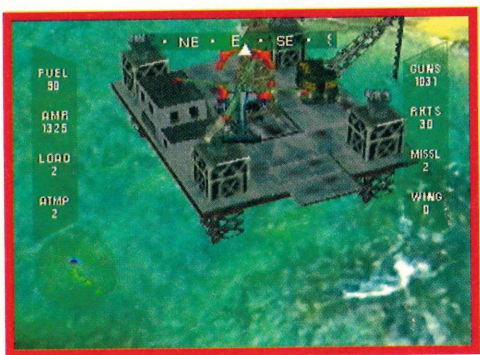
Overall



82

Soundbite

A great little adventure platformer for kids and adults alike.



Nuclear Strike 64

No nukes is good news!



Took long enough, didn't it? The *Strike* series of games (beginning with *Desert Strike* on the Mega Drive) have been around since the Gulf War days of the early Nineties – which now we're in a whole new century sounds even longer ago – but only now has it arrived on the N64. *Nuclear Strike 64* is a (sort of) conversion of the 1997 PlayStation title; it's not a straight port because changes to the mission structure have had to be made to handle the switch from CD to cartridge. Where the PlayStation game had five large maps, on the N64 the levels are broken up into smaller chunks. This is actually an improvement in some ways, the smaller maps helping to reduce repetition and cut down on the amount of flying back and forth you have to do.

in south-east Asia. Through his contacts in the black markets of the underworld, LeMonde has obtained a nuclear warhead, and plans to destroy the world. The evil maniac obviously hasn't considered the ramifications of this plan every well, as it would cause him no small inconvenience himself, but insane megalomaniacs tend not to worry about this sort of thing.

Enter the Strike Team, a multinational force dedicated to flying around the world blowing up bad guys and making the place safe for truth, justice and the Coca-Cola way. Most of the game sees you at the stick and collective of an Apache helicopter gunship, but there are several other pieces of nifty combat hardware for you to use, ranging from Harrier jets to hovercraft.

Nuclear Strike is played from an isometric viewpoint, looking down on your chariot of destruction from behind. The landscape rotates around you as you

get to play it without any texture warping or polygon pop. Some people might whinge that the ground is a bit blurry, but in actual play this isn't noticeable – in fact, it makes things look that little bit more realistic.

Raining Fire Down On Charlie

The structure of the game is simple – as you complete each mission objective in a particular area, the next one is revealed, giving you a new location to reach or targets to destroy. Large sections of each map are overrun by enemy forces, however, so you're almost certain to come under fire along the way. The control system gives you quite a lot of freedom of movement; the trigger and shoulder buttons are used to jink sideways, so proficient pilots can fly in circles around their target, keeping their weapons locked on while (hopefully) minimising the amount of damage they take. It's actually quite a decent system, the only annoyance being that it's not always as smooth as you'd like.

The mission system and range of different vehicles helps keep things varied – you never know just what your next challenge will entail. One minute

Strike Three!

With a name like *Nuclear Strike*, you'd expect the threat of atomic armageddon

You never know what your next challenge will be!

to be looming large, and you'd be right. The villain of the piece is a former CIA agent, Colonel LeMonde, who is the leader of a terrorist army causing chaos

manoeuvre. This is the same viewpoint as on the PlayStation, but N64 owners

Harrier Attack

Some levels have a Sea Harrier jump-jet for you to fly, but before you can take wing you have to find it! The aircraft is usually concealed in a hangar; if you locate and destroy the hangar, the Harrier will be revealed. Once you're aboard, you have access to a plane that's every bit as manoeuvrable as your Apache helicopter, but carries a lot more firepower!



Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher: THQ

Developer: Pacific Power & Light

Game Type: Shoot-'em-up

Origin: US

Release: Out now

Price: £54.99 (import)

\$64,000 Question

- ⊕ Lots of action
- ⊕ Varied missions
- ⊕ Highly controllable aircraft
- ⊕ Mass destruction
- ⊕ Quite tough
- ⊖ Dated
- ⊖ Limited replay value



▲ North Korean forces are invading! You can take some tactical control of the battlefield by ordering forces into position.



▼ The Strike Team isn't the only group that's got air power. Luckily, the enemy pilots are... well, a bit crap, really!

▲ Enemy ground forces range from useless ground troops to tanks. Luckily, they're all vulnerable to your Apache's armament.

► Using a news helicopter, you have to rescue an agent from a North Korean prison. This chopper isn't exactly as tough as the Apache!



Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Saves game in progress

Supplied by:
Control Zone

Contact info:
(01590) 677144

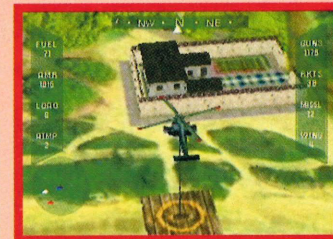


Cash Money

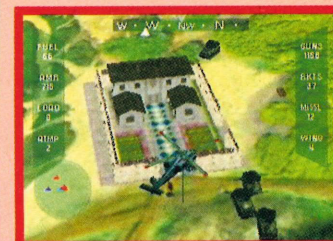
The Apache gunship might be a total death machine, but there are some things it just can't do - like fitting through doors, for example. On several missions you have to transport agents to specific points so that they can carry out a spot of sabotage. Your main man for these jobs is the mercenary 'Cold' Harding Cash, who is a dab hand at espionage, assassination and general mayhem - the only problem is, he wants money up front before he'll lift a finger!



Grab the money with your winch...



Drop it off at Cash's villa...



And pick him up before he's shot!



▲ It's not exactly *Speed*, since the bus is doing about 5mph, but clearing a path for the load of escaping hostages is still tough.

you might be blasting gunboats, the next protecting a train full of dignitaries, then dropping mines into the paths of battleships.

Nuke 'Em High

Something that's quite surprising about *Nuclear Strike* is just how difficult it is. The individual missions aren't all that challenging, but completing a series of them one after the other rapidly becomes worryingly difficult. Things are made even harder once certain mission objectives become one-shot affairs – if you mess up, you have to start the entire level again. Even if you manage to complete the earlier mission objectives successfully, you can still find that you don't have enough ammo to take out the

final targets. Managing your resources is vital, but even the most bullet-conscious pilots can find themselves lacking lead in their pencil at a crucial moment. It's slightly annoying that when you die, your resurrected vehicle doesn't automatically replenish its fuel and ammo stocks, but carries on with the same amount it did just before its predecessor met an untimely end. This means that it's all too easy to continue playing with almost no ammo remaining, or in a worst-case scenario to have only a few drops of fuel left in your tank.

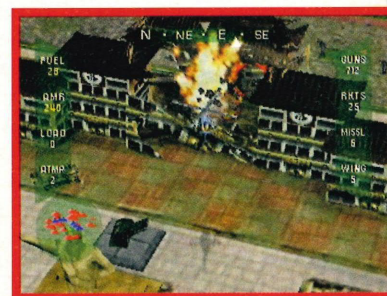
Nuclear Strike is definitely very playable, and on higher difficulty levels is challenging enough to keep even hotshot pilots busy. The only down point is that it is quite an old game – cutting edge it ain't. On the other hand, *Resident Evil 2* (reviewed last issue) was hardly the new kid on the block either and we gave that high marks, so playability wins out in the end. Which is how it should be, really! ■



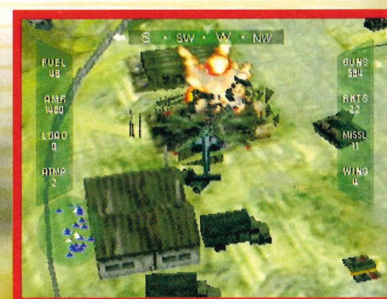
2nd opinion

It's been a long time coming to the N64, but it was definitely worth the wait. The graphics look great and the game handles superbly, with the levels now in proper 3-D. The only small gripe is the fact that you can't always see far enough into the distance. **MIKE RICHARDSON**

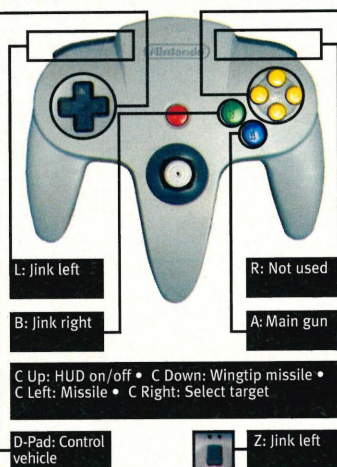
Rating



▲ Time for some payback! This mission is simple – just trash the palace of the North Korean leader. Serves the pinko creep right!



64 Bottom Line Controls



Alternatives

Command & Conquer: Nintendo
Reviewed: Issue 30, 90%
Chopper Attack: GT Interactive
Reviewed: Issue 18, 70%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

83 %

Soundbite

Old-style gameplay that still packs an atomic punch!

NBA Live

Slam dunk the funk with Jordan himself!

Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher:	EA
Developer:	EA
Game Type:	Sports
Origin:	UK
Release:	Out now
Price:	£39.99



Memory Options

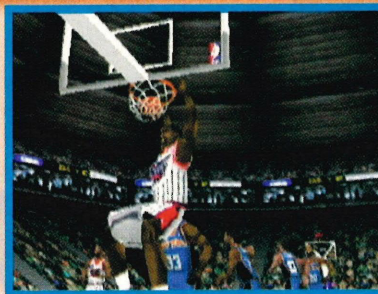
MEMORY:
N/A
CONTROLLER PAK:
Saves game progress

Hurrah, another basketball game has arrived! But hang on, it must be different, there's a new number after it. Sarcasm aside, *NBA Live 2000* does actually have a couple of new features which attempt to justify its release, and we're not just talking revised stats here either. Most noticeably, you can play one-on-one with basketball god Jordan across a mean downtown street court, complete with local gangs in the background.

Unfortunately, this new feature is a bit of a let down because, while it is fun to play, it doesn't live up to the standards of the superb two-on-two mode in *NBA Jam*. It's a shame that a knockout tournament or league wasn't included with this one-on-one; instead, you're left with one-off matches. Fun fast becomes monotony when you realise that there is nothing to be gained from winning other than unlocking Jordan as a playable character. Where this one-on-one mode really comes into its own, though, is against another human opponent.

Space Jam

The other major new feature which this game boasts are the facial animations



during the obligatory slow motion replays. The main game animations of fancy dribbling and showman dunks all look good enough but aren't exactly amazing and can, if anything, be a little jumpy in places. Graphically the game looks good, but again is no major improvement over every other basketball game. You still get the flat crowds in the background!

One extra thing you do get in *NBA Live 2000* is speech shouted out from the crowds and the occasional bit of banter between players on the court. This doesn't make the game an audio masterpiece, but it does help to break up the commentary which otherwise could be annoying. For your pleasure you also get some stereotypical



Strawberry Jam

The game itself is fun to play and as per usual you get a plethora of camera angles and options to change to your needs. Controlling your players is easy enough and with the help of the shoulder button, tactical plays are made much easier. Hold down R and C button icons will appear on the screen – simply press the corresponding button to control or pass to a specific teammate. With this and the usual 'switch to player nearest the ball' button you can stay right on top of your game without worrying where other players are. The only drawback to this feature is that the camera doesn't always show the whole court and, ultimately, where possible passes lie.

NBA Live 2000 is a good basketball game with a few nice new features, but it doesn't really jump out from the crowd. It's a shame that the Jordan one-on-one mode wasn't exploited a little more, but at least you get something else for your money. Definitely one for the die hard fans only. ■

Play one-on-one with basketball god Jordan!

and yes, this really is as silly as it sounds! Imagine your favourite basketball player mouthing a silent scream and you'll get the idea of what they look like – it's truly comical. Fortunately you only have to endure this

rap style music to listen to, which is fine if you're into that type of thing. When it comes down to it though, the chances are you'll be too busy concentrating on the game to notice.



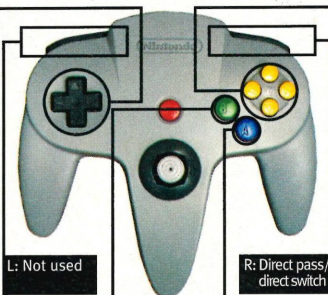
2000

NBA LIVE 2000

REVIEWS

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MAGAZINE

64 Bottom Line Controls



L: Not used

R: Direct pass/
direct switch

B: Block/
shoot

A: Pass/
switch player

C Up: Call pick/double team • C Down: Back
down/steal • C Left: Turbo • C Right:
crossover/hand check

D-Pad: Not
used

Z: shoot

39

Alternatives

NBA Jam 2000: Acclaim
Reviewed: Issue 35, 84%
NBA Courtside: Nintendo
Reviewed: Issue 16, 85%

Rating

Graphics



Audio



Gameplay



Challenge



Overall



78

Soundbite

An above-average basketball game which tries to distance itself from the crowd.

64 Magazine Issue 35 2000

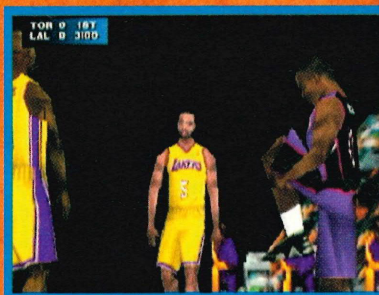
\$64,000 Question

- ⊕ One-on-one game
- ⊕ Easy controls
- ⊕ Facial animations
- ⊖ It's yet another basketball game
- ⊖ Jumpy animations
- ⊖ Nothing original
- ⊖ Can be too easy

► Before every match all the players warm up with some simple stretching exercises. Work those muscles, lads.



▲ The LA Lakers' star player tries to hold off the opposition while his teammates move into position near the basket.



2nd opinion

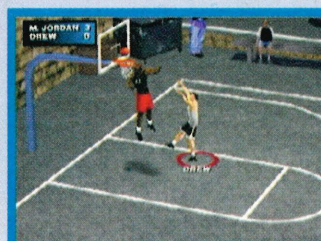
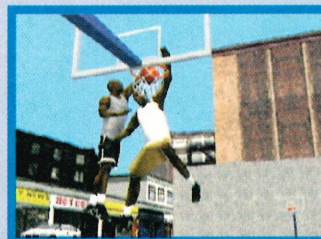
Come on, how many basketball games does a console need? That said, *NBA Live 4,625* (or whatever) isn't bad at all, though the passing system isn't as intuitive as Nintendo's *NBA Courtside*. The gurning facial animations are good for a laugh, though! **ANDY McDERMOTT**

Rating



I'm Too Good

The Jordan one-on-one mode is great fun for showing off your skills against your mates. Better still, it provides a prime opportunity for abusing *White Men Can't Jump* quotes.



Bassmaster

An action-packed rollercoaster of a game? Fish on!

Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher: THQ
Developer: THQ
Game Type: Fishing
Origin: US
Release: Out now (import)
Price: £49.99

In the eyes of most people, fishing simulations probably rank high up there with golf games for being notoriously dull and about as exciting as watching paint dry. A word of warning, then – *Bassmasters 2000* may be a fishing game, but don't make the mistake of falling for the stereotype. Sure, this game may be without shooting lasers and in-depth (no pun intended) storylines, but as any great hunter will tell you, the chase is often ten times more exciting than the kill!

Like any fishing game, there is a certain amount of sitting around, with signs of action often only coming in drips, but the tension this creates is immense. When you spot your target, all the infuriating waiting is worth it as you play a battle of wits with a fish trying to avoid becoming your dinner.

Alas, this is where the game first falls down. The fish are often too easy to capture once you have learnt the correct techniques of judging the tension on the line. This is relatively easy, thanks to a meter at the side of the screen which begins to go red when too much pressure is

threatening a line break. On the plus side, however, where *Bassmasters* really jumps out the water is in the amount of detail with which you can plan your attack.

Hook, Line And Sinker

There are loads of options in this game, allowing you to select everything from the kind of boat you drive around the

no denying that it will take you a while to find your first fish and get used to all the ins and outs of the game. The next problem, of course, is actually catching one of the scaly little devils! Equip the wrong lure and the fish could swim past your hook without a care in the world. The tips do help here, but it can be frustrating to start with. What is even more frustrating is the fact that you cannot catch anything other than variations of bass. Catch a catfish or a trout, for

The chase is often more exciting than the kill!

lakes in and the motors they have, to every possible imaginable lure, rod and line. These options are by no means unlimited, but there is enough here to make the game a challenge without becoming too complicated. Pick a noisy engine for your boat, for example, and you might scare off the fish. Thankfully, for the uninitiated there are loads of tips courtesy of 'famous' fishermen to help you choose the right lure for different weather conditions and different areas of the lake. If, on the other hand, you do know your Copper Spoons from your Red Lizards then you'll be pleased to hear that the game features three real lakes from the pro circuits.

Unless you're a fishing master who knows the ropes already, when you first start playing this game the initial reaction will probably be a feeling that you've been cheated. There's

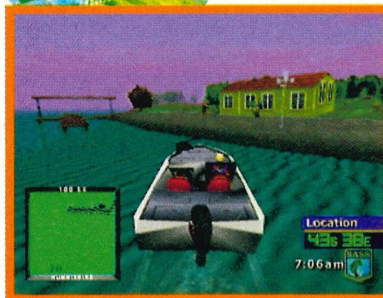
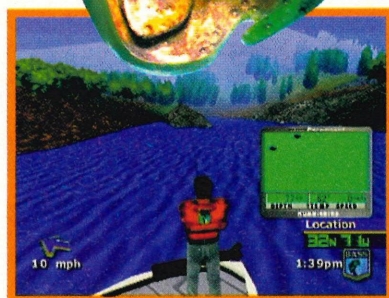
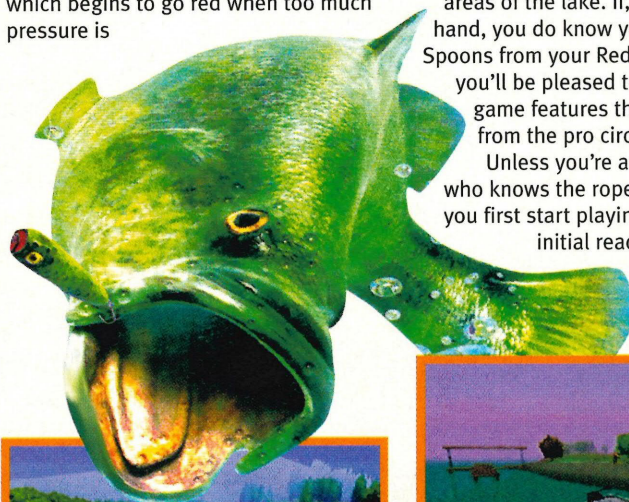
example, and your character will automatically throw the fish back into the lake. This may be *Bassmaster 2000*, but it would have been nice to get a little credit for catching other fish as well, especially when another fish beats a bass to the bait!

This is the best fishing game on the console to date, and although it may only be a fishing game with barely above-average graphics it still warrants a good look. There are even some sub-games and two-player modes to add a little variety and, for all you *Deliverance* fans, some funky banjo-plucking line dancing-style music while you fish. Squeal, little piggy! ■

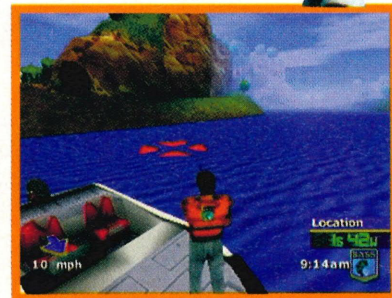


Memory Options

MEMORY:
N/A
CONTROLLER PAK:
Saves fisher and stats



▲ After a night out at the cinema our fisherman unsuccessfully tries to re-enact the final scenes of *Face/Off*.

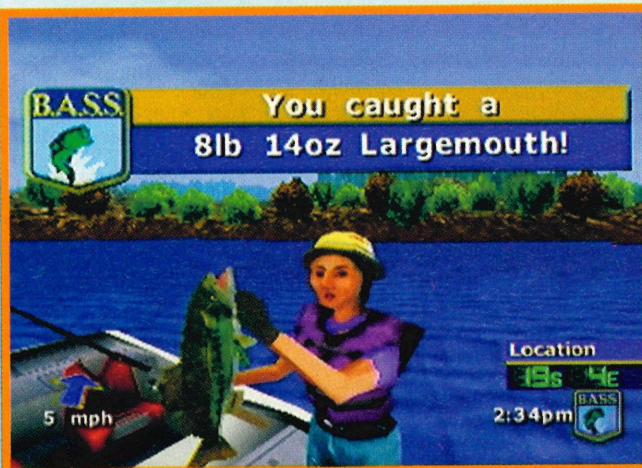
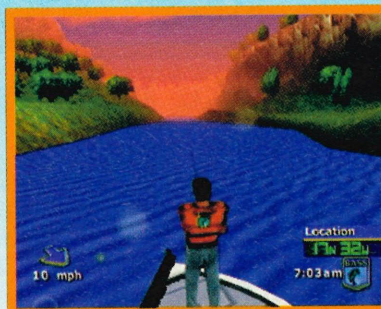


▲ To cast in *Bassmaster 2000* you use this red target which pops up when you pull down on the stick.

ers 2000

Caster Master

If you're after some quick action, the game includes a guaranteed catch speed-fishing option and this rather bizarre game, where you have to cast into coloured hoops.



▲ Now that is one big fish! Fish tovers needn't worry, though – the fish are kept and released at the end of the tournament.

Supplied by:
Control Zone
Contact info:
(01590) 677144



2nd opinion

This is a very realistic fishing game in that you get to look at the water for what seems like hours without so much as a nibble. It is a reasonable game but the lack of fish make it a little disappointing. Maybe the fishery needs to restock the lakes! **RUSSELL MURRAY**

Rating



Fisherman's Friend

If you can convince your mates that this is a fun game to play, then you can battle it out against each other to prove your fishing skills. Unfortunately, you can't ram each other when driving the boats around – and believe us, we tried!

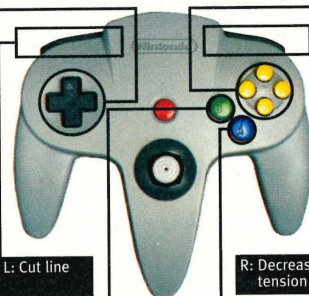


BASSMASTERS 2000

REVIEWS

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64 Bottom Line Controls



L: Cut line

B: Fast reel

R: Decrease tension

A: Slow reel

C Up: Camera angle • C Down: Underwater view • C Left: Rotate camera • C Right: Rotate camera

D-Pad: Not used

Z: Menu

Alternatives

In-Fisherman Bass Hunter 64: Take 2
Reviewed: Issue 33, 84%
The Legend Of Zelda: Nintendo
Reviewed: Issue 21, 96%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

84%

Soundbite

A good fishing game with plenty of options to keep you entertained.

TGR 2

If this game were a car it'd be a Ford Escort – good, but not exactly a dream machine!



▲ As you drive around the track, not only does your car get totally plastered in mud but cracks will appear in the windscreen too.

Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher:	Kemco
Developer:	Saffire
Game Type:	Racing
Origin:	UK
Release:	February
Price:	£39.99

Jack It Up

If you are unlucky enough to be the victim of a punctured tyre, you can stop mid-race to change it yourself. When you do this, the car jumps up in the air and the wheel magically flies off!



If there were one word to describe this game as a whole, 'average' would be it. There are some bits of the game which really do shine out, but on the other hand, there are times when the game screams out for help. One thing which is very noticeable is the fact that the game has included a two-player tournament, but has neglected to offer either Arcade or Time Trial modes.

Perhaps the strangest thing about TGR 2 is the fact that the game, like its predecessor, doesn't include any officially licensed cars. The whole idea behind any rally game is that it focuses on the cars themselves and the competition between the manufacturers as well as the drivers. This absence of favourites such as the Subaru is even more noticeable in the sequel, because all of the cars are spitting images of real-life vehicles. Odder still, buried in the game on billboards are logos of Toyota and Subaru – so were the official licenses removed at the last minute?

Start Your Engines

Either way, you get some good looking cars to race with. It's just the same as playing an unofficial F1 game – just

Focus for an Argon Focal? The cars themselves look quite impressive and shiny, which is a shame because they stand out a bit too much in the dull surroundings. Even when you are racing through blazing hot deserts with sunset backgrounds, the environment feels more depressing than an episode of *EastEnders*. This isn't to say that the graphics aren't good, because minor fogging aside they are – it's just that the scenery is bland and uninspiring.

At its worst, the scenery often repeats itself (even on the non-random tracks) and when racing along some trails you'd be forgiven for thinking that you were on a circuit. The worst culprit for this is the repeating town square, which on one track crops up three times!

The graphical effects, on the other hand do spruce up the appearance of the game quite a bit. Like a true rally game, you now get water, dust and mud sprays galore as you powerslide round the corners and through the rougher sections of track.

Tear Up The Track

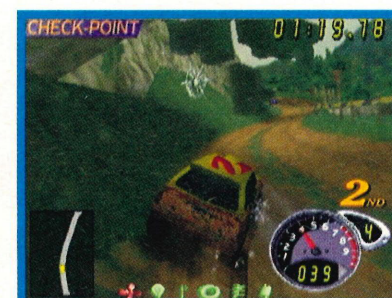
The water, and the mud in particular, looks really good because as it flicks up off your wheels you get splats on the screen. This doesn't quite have the

same effect if you aren't

More depressing than an episode of EastEnders!

imagine they're there. Besides, it's much more fun to see the sillier names. Who wouldn't swap their Ford

playing with in-car view switched on but it still looks smart. To top it all, you also



Memory Options

MEMORY:
N/A
CONTROLLER PAK:
Saves game progress

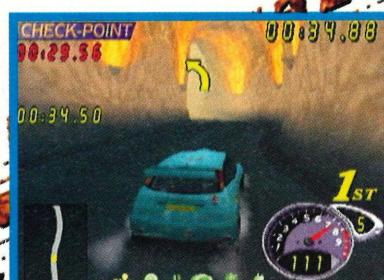
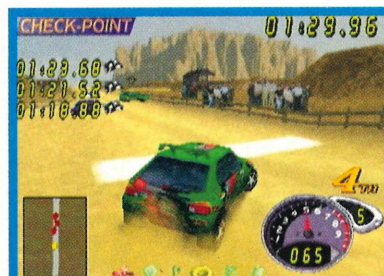


Go Faster Stripes

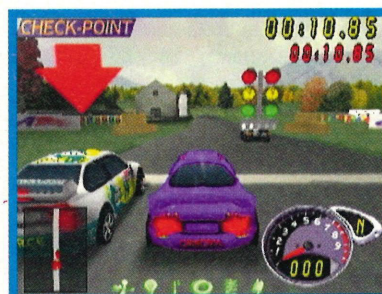
As you progress through the game winning races, you earn sponsorships which decorate your otherwise bland car. Unfortunately you can't paint your car as you could in the first game. Sponsor logos start off with small stickers, but soon become full body designs.



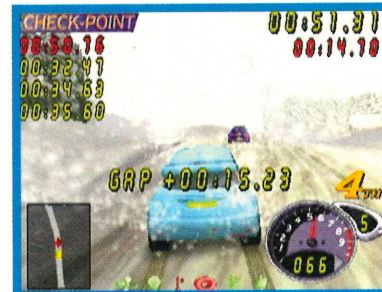
▲ Hope he remembered to wind up his windows before trying to drive through this mud! Don't try this at home, kids.



▲ The most annoying things in this game are the tree canopies on the jungle tracks, which obscure your view completely.



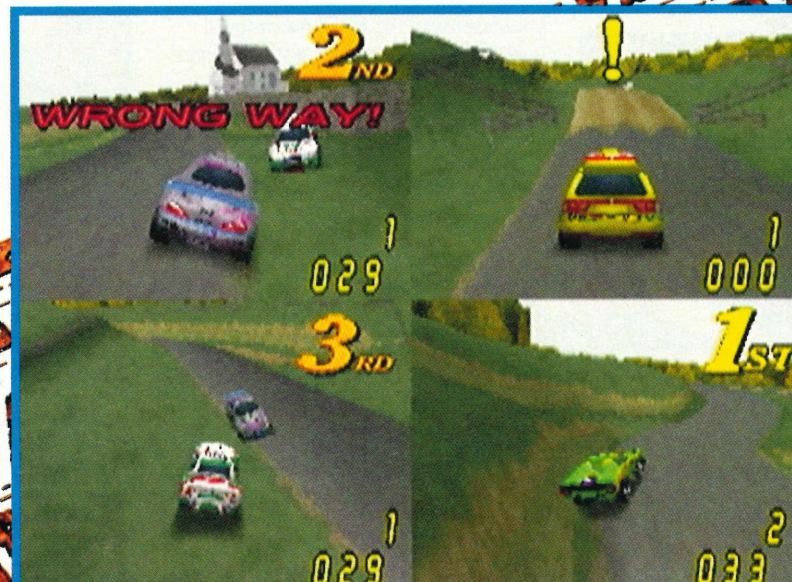
▲ TGR 2 isn't like most racing games, as all the racers have staggered starts. You're racing against the clock, not against the other cars.



▲ It might've helped if the car had some tyres with any grip – this car ain't going anywhere, let alone the direction you tell it to!

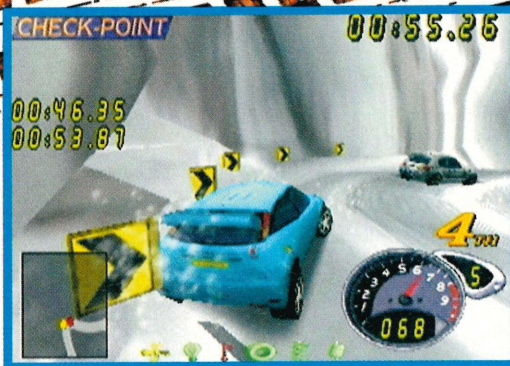


▲ Make sure the other racers don't give you any trouble by taking them on the inside and pushing them out onto the grass.



\$64,000 Question

- + Improved graphics
- + Much better handling
- + Two-player tournament mode
- + Random track generator
- No official licence
- No Arcade mode
- Uninteresting courses
- Handling still not that good



▲ Just because this is a rally game doesn't mean that you can't try to make the other drivers' lives as difficult as physically possible.

get cracks in your windscreen and what can only be bird droppings as well! Fortunately, all of this does clear off throughout the race so you can see where you're heading. Yes, these rally cars have new technology that heals the very cracks in your windscreen!

Something really disappointing about TGR 2 is the fact that car damage doesn't appear. In the

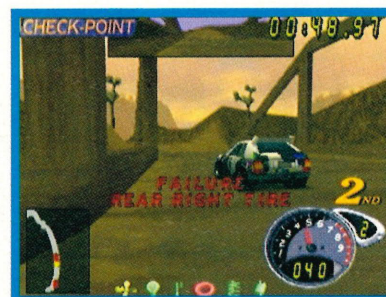
It feels as if you're driving a family car...

original *Top Gear Rally* you could literally beat your car up until it looked like a trash can on wheels. What you now get instead is damage to the car appearing on the screen, which can be repaired after each race. This is all fairly comprehensive and you do get to upgrade pretty much any part of the car on the repair screen, but there is one major flaw.

Crash And Burn

The damage itself is far too random. At times you will misjudge a corner, careering the back end of your vehicle into a wall, and the game will inform you that one of your rear tyres is punctured and the rear drive train is bust. This is fair enough, but sometimes when you're driving down a straight stretch of road and hit a bump, the whole car will fall apart around you for no reason at all. These are supposed to be rally cars, not your run-of-the-mill family wagons!

At times, this game can feel as if you're driving a family car instead of a super-tuned sports demon. The controls are easier to get to grips with than in the first game but oddly, powerslides, which were easy in *Top Gear Rally*, are difficult as a result. The game itself isn't too hard to start with, but does get challenging towards the final stages. If only an Arcade mode or a Time Trial challenge had been included to provide some variety. All in all, TGR 2 is just an average racing game with its fair share of ups and downs.

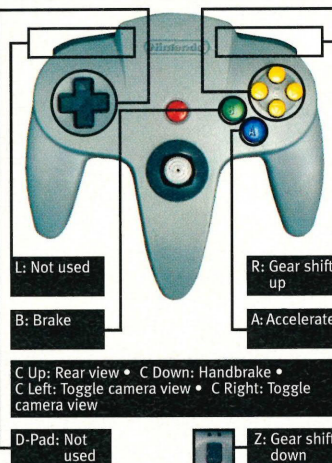


▲ For the full-on rally experience at home look no further, this game does have some really breathtaking graphical effects.

T** G*** Rally 2

If you're wondering why the game is called TGR 2 and not *Top Gear Rally 2*, it's because the people at the BBC have finally realised that the game name was the same as their series. And you wouldn't want Jeremy Clarkson paying you a visit with a writ, would you?

64 Bottom Line Controls



Alternatives

Top Gear Rally: THE Games
Reviewed: Issue 7, 80%
V-Rally '99: Infogrames
Reviewed: Issue 21, 69%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

76%

Soundbite

An average rally game which tries to amaze, but fails.



2nd opinion

TGR 2 is one of those rare games that elicits an emotional response. Unfortunately, it's anger. The car damage is so random and catastrophic that it makes the game all but unplayable – the tiniest bump can smash your vehicle to pieces! Complete cobblers. **ANDY McDERMOTT**

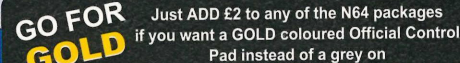
Rating





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A transparent N64 console is shown with a game card inserted into the top. The console is surrounded by several small, round, translucent caps in various colors (yellow, green, orange, purple, charcoal, blue). A transparent N64 controller is also visible. The background is a bright yellow with a large, stylized 'NEW' in red and black letters. The price '£69.99' is prominently displayed in a large, bold, black font. The text 'TRANSPARENT N64 CONSOLES AVAILABLE IN: YELLOW, GREEN, ORANGE, PURPLE CHARCOAL & BLUE' is written in a bold, black font. The word 'THE' is partially visible on the right side of the image.



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Asteroids Hyper 64

Will Asteroids rock your world?



Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher:	Crave
Developer:	Syrox
Game Type:	Action
Origin:	US
Release:	TBA
Price:	£39.99

Imagine the time it took to program something like *Donkey Kong 64* or *Zelda*. All those lines of code, so long that the final version seemed more like deciphering a strand of human DNA than a means of entertaining gamers for days. Now cast your minds back to the birth of videogaming around 1980 (if you can!), when *Space Invaders* and *Asteroids* gobbled the coins in sweaty arcades and cross-channel ferries. Simple entertainment for the punter who wouldn't have known a 3-D polygon if it came up and gave him a six-hour seminar. You see our problem?

Asteroids, a game so basic your granny could play it while emptying her colostomy bag with the other hand, has leapt onto the N64 with more of a whimper than a bang. Developer Syrox

has thrown everything but the kitchen sink at it features-wise, naturally. But they had to. At the very least we expected it to be turned into 3-D, with the option of a classic version chucked in for good measure. Or even, with teary nostalgic thanks to Capcom and Atari, bundling it together with several other bygone classics.

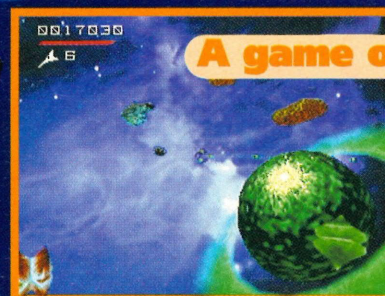
Haemorrhoids

How wrong we were. All we're left with is a glorified 2-D 'extravaganza' featuring 50 levels of increasingly difficult – no make that annoying – levels of giant boulder-related mayhem. Hang on a mo, there's a four-player mode too. Whoopee-frickin'-do! Now four players can revel in the thrills of firing a peashooter at lumps of rock randomly

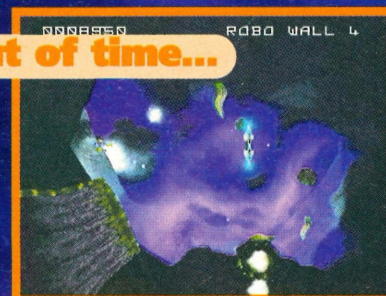
floating around an insipid backdrop. You know there's something severely wrong when the loading screens provide more entertainment than the actual game.

To be fair, *Asteroids Hyper 64* does exactly what it says on the tin. But will it stick? Unfortunately not, as it's come ten years too late. Perhaps Crave could have churned out a version a decade ago, but this hardly constitutes 64-bit entertainment. And before anyone preaches the gameplay-over-graphics argument, don't bother. The manifold options and nuances squeezed into the game hardly constitute prolonged gameplay value. Let's take a look... Ah yes, there are 15 different types of rock (in colour-coded radioactive varieties) that send your ship's functions haywire, random exploding asteroids, heat

▼ Send a killer pulse spiralling outwards. This is just one of the multifarious weapons made available to your tiny killing machine.



A game out of time...



yper 64

seekers and the cloaked variety which disappear and reappear at will. Everything you'd expect from a shoot-'em-up.

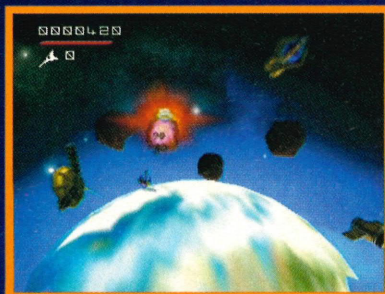
Space Debris

The problem lies not in the programming, as that's been achieved with aplomb – everything's smooth and the controls are responsive and tight. It's the simplistic nature of the actual game. For the record, Crave has tried to make the most of a genre that was always going to be an uphill struggle with various modes of play, but even the multiplayer games veer swiftly into the realms of extreme tedium.

Pain In The Asteroids

Go back in time to 1979, and you'll find the original Atari arcade machine all over the place (back in the days when Atari was a force to be reckoned with, and not merely a feeble subsidiary of Midway).

Black backdrops, white vector graphics... but somehow it's still more playable than the colourised update! Why couldn't this have been included in the game?



▲ Worlds vary only in a very insignificant way. At the end of the day, it's just a case of blasting absolutely everything in sight.

Throughout the levels 15 different alien types make a nuisance of themselves and there are a number of weapon-enhancing power-ups such as orbiting satellite guns, mines (homing and standard) and smart bombs with which to dispense intergalactic justice. The sad truth is that you lose interest in wiping out more of the same very, very quickly. All in all, then, *Asteroids Hyper 64* is a game out of time veiled in a few next generation trimmings that virtually every player, bar simpletons and die-hard fans, will want to avoid. ■

2nd opinion

Well, it's *Asteroids* all right, only with loads of complete unnecessary gimcracks and pointless 'enhancements'. More to the point, with dark rocks zooming across a dark background, it's verging on the unplayable at times. Another of those 'what's the point?' updates of classics. **ANDY McDERMOTT**

Rating



\$64,000 Question

- ⊕ Acceptable if you've popped through a time gate from 1980
- ⊕ Smashing fun – for about ten minutes
- ⊖ A gameplay dinosaur
- ⊖ Should be packed free with a proper game
- ⊖ Crap graphics
- ⊖ Repetitive gameplay
- ⊖ Ridiculously tough

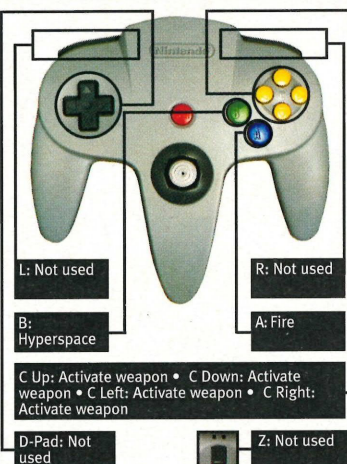


Memory Options

MEMORY:
N/A
CONTROLLER PAK:
Saves game position



64 Bottom Line Controls



Alternatives

Robotron 64: GT Interactive
Reviewed: Issue 17, 82%
Gauntlet Legends: Midway
Reviewed: Issue 33, 82%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

42%

Soundbite

An acceptable version of a game that time forgot.

European PGA

An extremely good walk interrupted by an average game!

Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher: Infogrames
Developer: Infogrames Sheffield
Game Type: Sports
Origin: UK
Release: Feb
Price: £39.99

Memory Options

MEMORY:
Saves game progress
CONTROLLER PAK:
N/A



You'd never think that I broke every bone in my body just three days ago, would you?



This may sound biased, but golf is a dull and boring sport which is about as much fun to watch as paint drying [nah, no bias there – Ed]. To play it can be fun, but is more often than not frustrating. Why is it, then, that when a computer game comes along with the perfect opportunity to liven up the monotony of the real game, you get a perfect conversion?

This wouldn't be so bad if you had some famous names to shout insults at, but instead, *EPGA Golf* is full of European stars who nobody has ever heard of. The game isn't exactly doing the tournament any favours either by not including any crowds of spectators! Does nobody watch EPGA? There's quite a difference between playing against Nick Faldo and somebody called Fredrick Lindgren. There just isn't quite the same sense of achievement when you thrash an unknown at the final hole.

Comedy Trousers

Having said that, progressing through the rankings in an *EPGA* tournament is no easy task, and for once this isn't because of a dodgy control system. By holding down the C Down button you can more or less decide where you want the ball to go through the air. Of course this fictional line will be tainted somewhat by wind and your own skill on the trigger finger, but it does make planning your shot easier. You don't get

and any type of shot you want. This includes backspin, punch shots, high pitches, lob and so on. Where this game really goes above par, though, is with the putting system, which is far too easy. In Standard mode, with the guiding line on the green, it is more or less impossible to miss a single putt! Once you get a feel for the controls, it is recommended you switch over to Advanced mode to test your skills.

Three Elbows

The biggest disappointment in this game is the animation. A golf game, especially one with only four courses, can't take up too much space on a cart, so you might expect attention to detail. Unfortunately, you'd be wrong. At times the animation on the players when they aren't playing makes them look like pieces of jelly. It can't be possible for an arm to have that many joints! Something else you usually get in a golf game is the animation of the swing as you control the meter. In *EPGA*, however, your player doesn't hit the ball until after you've nervously tried to stop the speeding bar on the small line.

What this means is that you just don't feel as connected to the game, but instead get a cut-scene of sorts. The weather effects and the graphics in general are all decent enough, but there just isn't enough attention to detail. Most noticeably you don't get any flying divots and,

Full of European stars nobody has ever heard of!

this line in Advanced mode, but you can still get a rough idea of where the ball is going.

With a quick tap of another button you can also select virtually any club

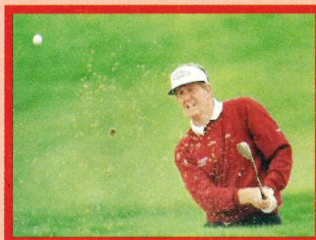
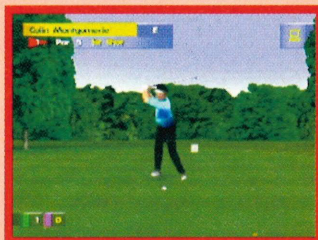
perhaps more seriously, no sand sprays in the bunkers. This is a fun-to-play game, but because of the lack of detail it's a little too repetitive. ■



A Tour Golf

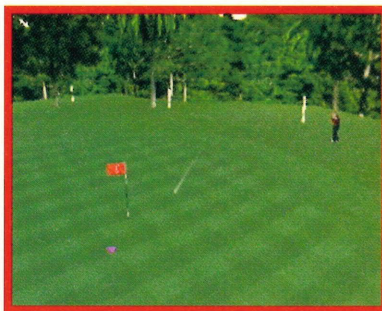
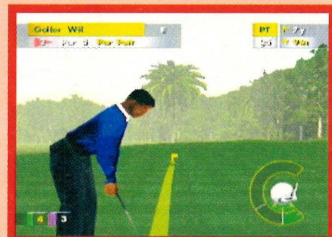
Know Your Golfer

Scotsman Colin Montgomerie is currently the European number one and has won literally millions of pounds from his golfing career. He doesn't restrict his skills to the EPGA though, as he is also known to dabble in the US tournaments. He even has an MBE!

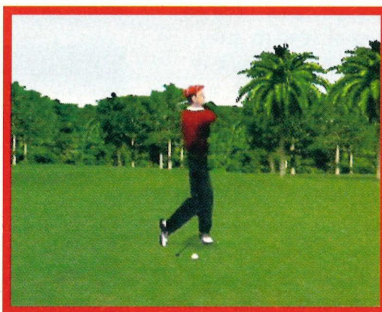


Wicked Golfer Will

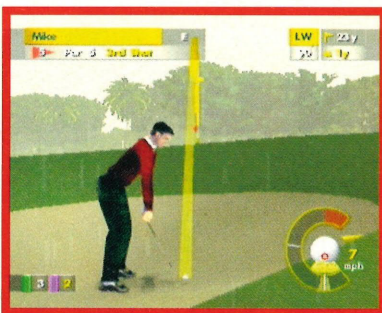
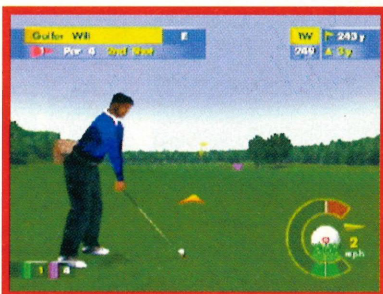
Believe it or not, the default golfer in EPGA Golf is a perfect lookalike for the one and only Will Smith. Perhaps he likes to get jiggy wid' the European circuit in his spare time!



▲ A superb shot onto the green. With the target switched on, it actually isn't that uncommon to get the ball in from here.



▲ Who would have thought it – a professional experienced golfer and he misses the ball completely. A few drinks at the clubhouse?



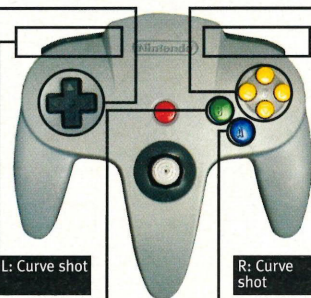
▲ This is definitely not his day; not only is it pouring down with rain, but he's managed to land the ball in the only bunker on the hole.

EUROPEAN PGA TOUR GOLF

REVIEWS

64
MAGAZINE

64 Bottom Line Controls



L: Curve shot

R: Curve shot

B: Select clubs/shot

A: Play shot

C Up: Not used • C Down: Aim shot •

C Left: Display map • C Right: Camera view

D-Pad: Aim shot

Z: Curve shot

Alternatives

Mario Golf: Nintendo

Reviewed: Issue 29, 88%

Waialae Country Club: Nintendo

Reviewed: Issue 18, 15%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

67%

Soundbite

A below average and fairly repetitive golf game for EPGA fans only.

\$64,000 Question

- + Simple control system
- + Some customisation options
- + Not overly complicated
- + Random weather
- Poor animation
- Very annoying commentary
- Putting too easy
- Only four courses

► In Advanced mode, all you get to help you is an arrow on the floor pointing in the general direction in which you're going to hit.

2nd opinion

"Hello, I'm an EPGA golfer and my arms are made of Spam. Mahow!" If you can get over the unintentionally comedic player animations, EPGA isn't bad at all, but it's nowhere near as playable as Mario Golf. Unless you must have realism, go with Mario instead. **ANDY McDERMOTT**

Rating





A Bug's Life

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher: Activision
Developer: Traveller's Tales
Game Type: Platform adventure
First Reviewed: Issue 29 (US)
Release: Out now
Price: £39.99

Memory Options

MEMORY: N/A
CONTROLLER PAK: Three save game slots

PAL Performance

How does the UK version compare in terms of speed to the import cart?
Same as NTSC

Does this bug you?

A Bug's Life was a great film, one of those 'fun for all ages' jobs that left a big smile on your face at the end. Unfortunately, the N64 game of *A Bug's Life* is only likely to leave a smile on your face when you turn it off.

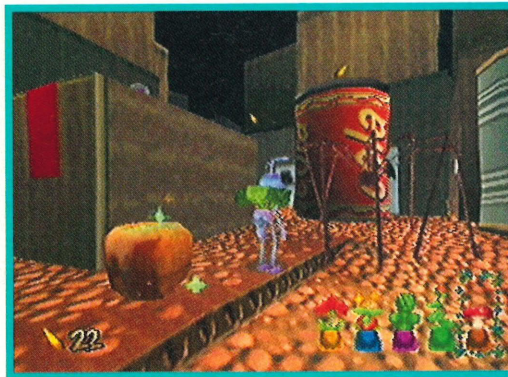
The game is a platform adventure which at least vaguely follows the plot of the film – Flik the ant has to find help to save his colony from the evil grasshopper horde led by Hopper. It even has some original ideas – Flik has to use various types of seed to grow plants (and, er, mushrooms, which is quite a trick) in order to proceed through the levels and defeat enemies. However, whereas in the film Flik was a peaceable fellow who used brain instead of brawn to sort out Hopper, in the game he's a rampaging psychopath who slaughters his way through the levels, killing every non-ant lifeform he encounters. Walt Disney must be spinning in his cryogenic chamber!

The main problem with *A Bug's Life* is that it's very repetitive, most of the game revolving around finding and

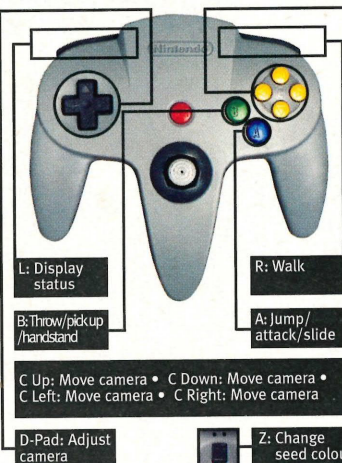
planting seeds while fending off attackers. It's also annoying to play, being worryingly jerky and featuring an awful lot of pop-up. Even if you argue that the game is meant for younger players, it's easy to see that they're not going to put up with the tedious gameplay for long. When you think how good the film was, *A Bug's Life* is a real let-down. ■



▼ Flik's in the big city! Well, that's 'big' in a relative sense, as you can tell from the Empire State-sized Coke can.



64 Bottom Line Controls



Alternatives

Donkey Kong 64: Nintendo
Reviewed: Issue 35, 93%
Rayman 2: Ubi Soft
Reviewed: Issue 33, 94%

Rating Graphics



Audio



Gameplay



Challenge



Overall

59%

Soundbite
One load of bugs that are just asking for some boiling water!

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cheat central



Cheat Central only prints the very latest cheats and tips for the N64; if you want to check out older cheats, our sister magazine *64 Solutions* contains a regularly updated archive of top tips. Alternatively, you can go online and browse the database of cheats at <http://www.totalgames.net>

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XPLORER THE ULTIMATE CHEAT CARTRIDGE

Sponsored by Xplorer 64 from Blaze

Cheat Central is now sponsored by Blaze, and to celebrate this Blaze is giving away five of its fantastic Xplorer 64 cheat cartridges to 64

MAGAZINE readers every issue!

To enter, just answer this question:

"What is the name of the Simpsons' baby daughter?"

Send your answer to *Xplorer* (36) compo at the usual address, to arrive before 24 February!

NUCLEAR STRIKE

Having a spot of trouble defeating the forces of evil? Just enter these codes!

Invincibility

On the Code screen, enter CPPLM.

Extra Armour

On the Code screen, enter PCPNL.

Quad Damage

On the Code screen, enter BDGFK.



VIGILANTE 8: SECOND OFFENSE

Here it is, the complete list of all the special moves for each of the weapons ready for you to wreak havoc on your mates.

Brimstone Burner

Attack 1: Right, Left, Up, Machine Gun

Attack 2: Right, Left, Down, Machine Gun

Attack 3: Right, Left, Right, Machine Gun

Bruiser Cannon

Attack 1: Down, Up, Down, Machine Gun

Attack 2: Down, Up, Up, Machine Gun

Attack 3: Down, Up, Right, Machine Gun

Bullseye Rockets

Attack 1: Up, Down, Down, Machine Gun

Attack 2: Up, Down, Up, Machine Gun

Attack 3: Up, Down, Right, Machine Gun

Interceptor Missiles

Attack 1: Up, Up, Down, Machine Gun

Attack 2: Up, Up, Up, Machine Gun

Attack 3: Up, Up, Right, Machine Gun

Roadkill Mines

Attack 1: Left, Right, Down, Machine Gun

Attack 2: Left, Right, Up, Machine Gun

Attack 3: Right, Left, Right, Machine Gun

Sky Hammer Mortar

Attack 1: Down, Down, Down, Machine Gun

Attack 2: Down, Down, Up, Machine Gun

Attack 3: Down, Down, Right, Machine Gun



ROAD RASH 64

Having trouble with the cops on the road, or perhaps you have a strong desire to play as one? Well, read on...

Alternate Colours

Press **Up** or **Down** at the Bike Selection screen to change rider and bike colours.

Play As Cop

At the main menu screen press **Z**, **C Left**, **C Down**, **C Left**, **Z**, **L**, **R** then **C Down**. This will unlock the cop as a player.

Kill The Cops

When you come across a cop on the side of the road, line up with him and wheelie onto his back to knock him out with one hit before he starts to chase you.

Dodge Cops

If you are racing on a level with grass, simply drive onto it when the police appear and you will be safe from arrest.

Faster Bikes

At the main menu screen, press **C Up**, **C Left**, **C Left**, **C Right**, **L**, **R**, **C Down** then **Z** to unlock the two fastest bikes. To get them normally, you have to finish all of the races in Big Game mode.

Female Biker

At the main menu screen, press **C Right**, **C Left**, **Z**, **L**, **R** then **C Up** to unlock the biker chick.

Harder Rides

To make the game even harder at the main menu screen press **C Up**, **C Left**, **C Left**, **C Right**, **L**, **R**, **C Down** then **Z**.

Level Passwords

Level 2 **Right**, **C Right**, **Z**, **Right**, **C Up**, **C Left**, **C Up**
Level 3 **Right**, **C Right**, **C Right**, **C Right**, **Right**, **C Left**, **C Down**, **Z**

Level 4 **Right**, **C Right**, **C Down**, **C Left**, **C Right**, **C Right**, **Z**, **Left**

Level 5 **Z**, **C Right**, **C Down**, **C Left**, **C Right**, **C Right**, **Z**, **Left**



ARMORINES:
PROJECT SWARM

Enter any of the following codes at the Code screen to give an edge to your bug-bashing.

Cheat Mode

Enter **GOLDENPIE** to enable invulnerability, all weapons and infinite ammo cheats.

Level Select

Enter **SKIPPY** to allow access to any of the levels.

Invulnerability

Enter **GODLY** to become invincible.

All Weapons

Enter **LOADED** to tool up with everything.

Infinite Ammo

Enter **SORTED** for endless rounds.

Egyptian Fodder

Enter **CLAW** in order to open up the Egyptian Fodder for multiplayer play.

Hand Drawn

Enter **SKETCHY** to play the game retro-style without any polygons.

Fast Mode

Enter **SONIC** to play the game at twice the speed.

Female Trooper

Enter **GODDESS** to open up a female trooper for multiplayer play.

Hive Guard

Enter **LEGGY** to open up a hive guard for multiplayer play.

Volcano Guard

Enter **RUBBER** to open up a Volcano Guard for multiplayer play.

Hive Fodder

Enter **UGLY** to open up the Hive Fodder for multiplayer play.

WINBACK

Make sure your covert operations go a little smoother with these cheat codes!

More Multiplayer Characters

Instead of trying to play through the game to get them all, when it says 'Press Start' on the main menu simply press **Up, Down, Down, Right, Right, Right, Left, Left, Left, C Up** and **Start**.

Flamethrower

To use the flamethrower for multiplayer play select Thunder as your character, then in the game raise your weapon, then press reload to fire the flamethrower.

Pistol Lock-Ons

To extend the range of the auto targetting on the Pistol, change to your pistol, quickly switch to the machine gun and then back to the pistol again.

Sudden Death Mode

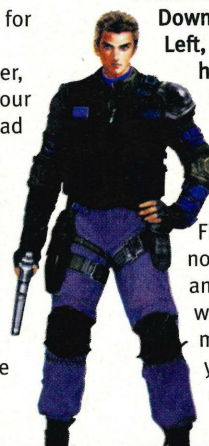
Finish the game on the hardest difficulty setting to open up Sudden Death Mode. Now all kills will be one-shot kills!

Level Select

Select any of the levels to play by entering this code at the Press Start screen: **Up, Down, Down, Right, Right, Right, Left, Left, Left, Left**, then hold **C Down** and press **Start**. A gunshot will confirm correct entry.

Infinite Ammo

Finish the Game on the normal difficulty setting and a Max Power option will open up in the menu. Use this to give yourself infinite ammo on all guns.



RAINBOW SIX

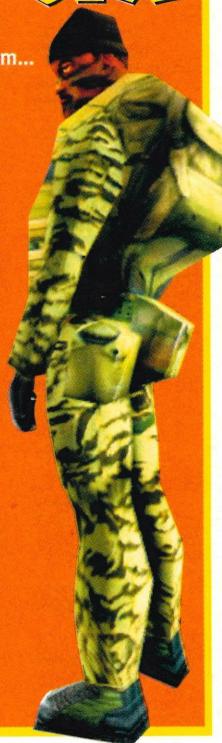
Level passwords for your hard-working anti-terrorist team...

Recruit Passwords

Level 2: Red Wolf	12D1S2Q22MQQ
Level 3: Sun Devil	BJDBC3Q22WQQ
Level 4: Eagle Watch	BZDBSMQZZIQQ
Level 5: Ghost Dance	CJTCCQ2FGSQ
Level 6: Fire Walk	K2TK65Q2F4SQ
Level 7: Lion's Den	T2TT68QGF1WQ
Level 8: Deep Magic	5JR5L1QGGSQ
Level 9: Lone Fox	52T572Q4G4SQ
Level 10: Black Star	VJVV1QGGWSQ
Level 12: Mystic Tiger	VZRFTMQ2G8SQ

Veteran Passwords

Level 2: Red Wolf	1ZL1S2RF2MQQ
Level 3: Sun Devil	BJJBC3RF25QQ
Level 4: Eagle Watch	BZJBSMRf28RQ
Level 5: Ghost Dance	CZBCS5RFFMRQ
Level 6: Fire Walk	DJBDCYRFF5RQ
Level 8: Deep Magic	LZBDS8R2F8RQ
Level 9: Lone Fox	MJB2D1R2G2RQ
Level 10: Black Star	2ZB2T2R2GMQQ
Level 11: Wild Arrow	FJJFD3R2G5RQ
Level 12: Mystic Tiger	FZJFTMR2G8RQ



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Please put comments or queries in writing to: Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA

SUPERCROSS 2000

Perfect all these madly-named tricks and take those cumbersome riders off their bikes in this dirtbiking sim.

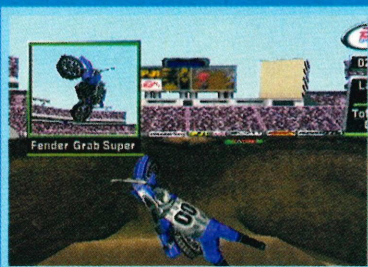
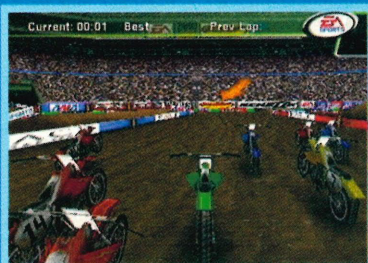
Freestyle Trick List

Hold down **C Down** in mid-air and move the analogue stick in the following directions to pull off the required stunt. If you're trying to get maximum points, you need to pull off all 17 tricks in one round to get 1000 bonus points.

No Hander	Up
No Footer	Down
Nac-Nac	Left
Pancake Whip	Right
Rear Fender Grab	Up, Down
Vertical Fender Grab	Down, Up
Side Heel Click	Right, Left
Banzai	Left, Right
Superman	Left, Down, Right
Bar Hop	Up, Left, Up
Saran Wrap	Up, Right, Down
Cliffhanger	Right, Down, Left
Heel Click	Down, Left, Up
Nothing	Right, Up, Left
Cordova	Left, Up, Right
Can-Can	Down, Right, Up
Superman Fender Grab	Up, Left, Down

No Riders

At the Event Selection screen press **C Up** to bring up a Code Entry screen, then enter **NOR1D3RS** and you will make everyone invisible.



ROADSTERS

Driving with your top off has never been so much fun – why not give your convertibles some extra horsepower?

Big Tyres

On the Character Select screen, rename any of the characters to **Big Wheels** to give your car some monster truck-style wheels.

High Resolution

On the Character Select screen, rename any of the characters to **Extra Rez** to give the graphics a boost.

Hovercars

On the Character Select screen, rename any of the characters to **SkyWalker** to turn the cars into *Wipeout*-style hovercars!

XPLORER 64
THE ULTIMATE CHEAT CARTRIDGEXPLORER
CODES

Whoever said cheats never prosper obviously didn't play videogames! Cheats are the ones who have the most fun, and there's no easier way of cheating than with an Xplorer 64 cartridge from Blaze! If you have one of these game-busting marvels then you can crack the fine games below with its help, and if you don't have one, why not enter the competition on page 52 and try to win one?



<http://www.x-plore.co.uk>

BANJO-KAZOOIE

Special: Don't Use	3FFFFFF0002
Infinite Lives	E88EC0BD5961
Infinite Health	E88EC0B5596F
	E88EC0BB5959
	E88EC0C259B6
Infinite Air	E88EC0A559B6
Infinite Gold Feathers	E88EC0A159B6
Infinite Eggs	E88EC09959B6
Infinite Jiggies	E88EC0FD59B6
Infinite Notes	E88EC09559B6

All Notes

Infinite Skulls

BODY HARVEST

Infinite MG Ammo	E85AD8CD5922
Infinite TS Ammo	E85AD8DB59B6
Infinite TNT	E85AD8D1595B
Body Count Always 0	C85AD8EE595A
Use only ONE of the following:	
Surreal Mode	821593530080
Evil Adam Mode	82052AFD0002
Fat-Legged Alien	8213FD030001

DIDDY KONG RACING

Special: Don't Use	3FFFFFF0002
All Balloons	E876D7D3598C
Enable All Cheats	C8615182504F

F-ZERO X

Infinite Lives	E861DA7F5955
Infinite Energy	C8829EA09C78
	C8829EA49C78
	C8829E18595A
Infinite Time	ED82A4F8598F
Continuous Turbo	E882A07B59AA
	C8829E165959

GOLDENEYE

Special: Don't Use	3FFFFFF0002
Dem Level Codes	
Infinite Health	C85FF63490DA
Infinite Ammo	E85FFE959597
Facility Level Codes	
Infinite Health	8309D7DC3F80
Infinite Ammo	8209DF970007
Run, Surface A & Depot Level Codes	
Infinite Health	830C07DC3F80
Infinite Ammo	820C0F970007
Bunker A, B & Silo Level Codes	
Infinite Health	8309AFDC3F80
Infinite Ammo	8209B7970007
Frigate Level Codes	
Infinite Health	830ADBDC3F80
Infinite Ammo	820AE3970007

Surface B Level Codes

Infinite Health	830CCFDC3F80
Infinite Ammo	820CD7970007
Statue Level Codes	
Infinite Health	830AC7DC3F80
Infinite Ammo	820ACF970007
Arch, Cav, Cradle, Egypt Level Codes	
Infinite Health	830B3FDC3F80
Infinite Ammo	820B47970007
Streets Level Codes	
Infinite Health	830BDFDC3F80
Infinite Ammo	820BE7970007
Train, Jungle, Control Level Codes	
Infinite Health	830A77DC3F80
Infinite Ammo	820A7F970007
Aztec Level Codes	
Infinite Health	830973DC3F80
Infinite Ammo	82097B970007
Make sure you have the Cheat menu active in the game for the following:	
All Guns	820585930001
Bond Invisible	8205859A0001
DK Mode	8205859C0001
Enemy Rockets	820585AC0001
Unlimited Ammo	8205859B0001
Invincible	820585920001
Paint Ball Mode	8205859F0001
Tiny Bond	8205859E0001
Turbo Mode	820585A80001

151 '98

10 Goals	E870D9535964
Home Team 0 Goals	E870D953595A
Away Team 10 Goals	E870ECCF5964
Away Team 0 Goals	E870ECCF595A
Max Character Create Points	
	ED9463465959
	E894634659BB

LYLAT WARS

Infinite Lives	E86C935F9BB
Infinite Bombs	E86BF25D5955

MARIO KART 64

Only select ONE of the following:

Single Bananas	82165FBD0001
Multi Bananas	82165FBD0002
Single Green Turtle	82165FBD0003
Multi Green Turtles	82165FBD0004
Single Red Turtle	82165FBD0005
Multi Red Turtles	82165FBD0006
Spiked Turtles	82165FBD0007
Lightning Bolt	82165FBD0008
Exploding Blocks	82165FBD0009
Invincible	82165FBD000A
Invisible	82165FBD000B
Turbo Boost	82165FBD000C

QUAKE II

Special: Don't use	3FFFFFF0002
Infinite Health	E87E79CD59B6

ROGUE SQUADRON

Infinite Lives	E8675D48595B
Infinite Shields	E867D1B359FF
	C867D1B2595A
	E8661D565958

SUPER MARIO 64

Infinite Lives	E886EB3359B6
Infinite Energy	C886EB32614F
Infinite Hat	C886EB3A504F

TUROK 2: SEEDS OF EVIL

Activate Cheat Menu	C86869D4504F
	C86869D2504F

WCW VS NWO REVENGE

Enable All Characters	E85C592B594F
No Time Out	E863694C5966
Maximum Spirit	E8635F8759B6
Aluminium Baseball Bat	830F1C500000
	E86373A6595A
	830F1C500101
	E86373A6595A
	830F1C500202
	E86373A6595A
	830F1C500303
	E86373A6595A

Baseball Bat

Chair

Table Piece

WWF WARZONE

Enable Cheat List	C867F9D0695A
	C867F9CE584F
	C867F9D4795A
	C867F9D2904F

ZELDA: OKARINA OF TIME

Infinite Rupees	C865DB5C5C37
Infinite Health	C865DB585A9A
All Equipment	C865DB5C8C7
All Quest Status Items	C865DB5C894F
	C865DB5C504F
Infinite Beans	E865DBA6596A
	E865DBA659BB
Infinite Bombs	E865DBA9595C
	E865DBB25982
Infinite Bombchus	E865DBB45961
	E865DBB8C59BB
Infinite Deku Nuts	E865DB9B5959
	E865DBB359BB
Infinite Deku Sticks	E865DB9C595A
	E865DBB459BB
Infinite Magic	E865DB55598A
Infinite Slingshot Bullets	E865DB9E5958
	E865DBB6598C
Have Fairy Bow	E865DB99595B
Have Lens Of Truth	E865DBA7595F
Have Fire Arrow	E865DBA05956
Have Ice Arrow	E865DBA2595E
Have Light Arrow	E865DBA3596C
Have Din's Magic	E865DB9F5955
Have Farore's Magic	E865DBA1595D
Have Nayru's Magic	E865DBA8596B
Have Silver Scale	E865DB59595C
Have Golden Scale	E865DB59595B
Have Bullet Bag(so)	E865DB59595A
Have Boomerang	E865DBA75960
Have Fairy Ocarina	E865DB9D5957
Have Ocarina Of Time	E865DB9D5962
Have Megaton Hammer	E865DBA55969
Have Hookshot	E865DB595964
Have Longshot	E865DBA35963
Have Quiver	E865DB595959
	E865DB595956
Infinite Arrows	E865DBB1598C

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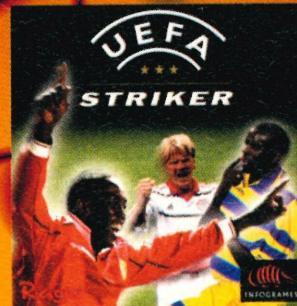
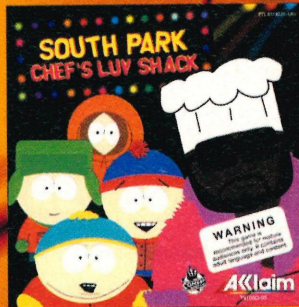


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64 score zone

MAGAZINE

IN ASSOCIATION WITH
Logic 3

56

Take your place on the paper podium that is... ScoreZone!

A fairly bizarre month this time, with people sending in times for all sorts of games, including *Cruis'n USA*. Yes, it's official, someone does actually still play the game! The first time also came in this month for *Star Wars Racer*, a challenge to everyone out there methinks!

First prize of Ultimate Player this month though goes to Arif Mollah from Rochdale in Lancashire for his superb (almost inhuman) times on *Goldeneye* and *Mario Kart*. Just how much caffeine was required to get those? A Logic 3 wheel will be on its way to you soon. Don't forget that this list is by no means exhaustive – keep those scores on new games coming in!

ENTER THE ZONE!

Follow these easy steps to achieve entry to the 64 MAGAZINE annals of fame:

- Get a top score or time on an N64 game – without cheating!
- Use a camera or a video to record your time.

- List all your scores on a sheet of paper along with your name and address.
- Send the proof of your prowess to:

64 ScoreZone
64 MAGAZINE
Paragon House
St Peter's Road
Bournemouth BH1 2JS

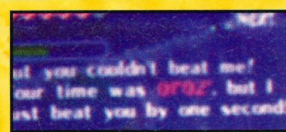
- Include an SAE if you want your photos/videos back.

New Names Needed!

The Scorezone needs some new blood! There are plenty of new games out there that are just itching to be cracked by keen players, so don't limit yourself to what's already listed on these pages! We want to see some scores and times for games like *Roadsters*, *Star Wars Racer*, *Quake II*, *Jet Force Gemini*, the *Donkey Kong 64* sub-games, *World Driver Championship* and *Duke Nukem: Zero Hour*!



Legend Of Zelda



BIGGEST FISH

24 Pounds	Harris Shackleton, Halifax
24 Pounds	Matthew Thompson, Cookham
24 Pounds	Gareth Haynes, Droitwich
23 Pounds	Leigh Maddox, Cheshunt
23 Pounds	David Park, Hebburn

MARATHON RACE

1:02	Philip Longhurst, Sudbury
1:02	David Ryan, Derby

1:03	Mark Nicol, Western Australia
1:06	Matthys ten Ham, The Netherlands
1:08	David Park, Hebburn

HORSE RACE

0:46	Mark Nicol, Western Australia
0:46	Michael Tokarz, New South Wales
0:47	Matthys ten Ham, The Netherlands
0:47	Philip Longhurst, Sudbury
0:47	Tammy Harris, Birmingham

HORSEBACK ARCHERY

2000 pts	Mark Nicol, Western Australia
2000 pts	Matthys ten Ham, The Netherlands
2000 pts	Christopher Ryan, Derby
1920 pts	David Ryan, Derby
1810 pts	Tammy Harris, Birmingham

GRAVEYARD RACE

0:53	David Ryan, Derby
1:09	John Dick, Uddingston

Starfox/Lylat Wars

OVERALL SCORE

3577 kills	Gavin Deadman, Biggin Hill
2686 kills	Magnus Smith, Burra Isle
2217 kills	Darren Simmons, Mossley
2192 kills	Andrew Robson, Newcastle-Upon-Tyne
2150 kills	Jan-Erik Spangberg, Sweden

CORNERIA

282 kills	Andrew Robson, Newcastle-Upon-Tyne
282 kills	Craig Humphrey, Stifford Clays
259 kills	Neil Friedman, Whitefield
254 kills	Adrian Stead, Hull
240 kills	Matthew Kagitidis, Greece

METEO

397 kills	Richard Dunn, New Leake
377 kills	Kevin Seeneey, Bury St Edmunds
343 kills	John Lambregts, The Netherlands
339 kills	David Ryan, Dublin
302 kills	Gavin Brennan, Claremorris

SECTOR X

246 kills	Kevin Seeneey, Bury St Edmunds
246 kills	John Lambregts, The Netherlands
211 kills	David Ryan, Dublin
161 kills	Gavin Brennan, Claremorris

KATINA

333 kills	Daniel Dunn, New Leake
217 kills	Kevin Seeneey, Bury St Edmunds
214 kills	David Ryan, Dublin
192 kills	Gavin Brennan, Claremorris
167 kills	Greg Smith, Wamberal

SECTOR Y

187 kills	David Ryan, Dublin
166 kills	Gavin Brennan, Claremorris
166 kills	Charles Nuttall, Oldham

SECTOR Z

85 kills	Greg Smith, Wamberal
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VENOM 2

232 kills	Andrew Anderson, Hutton
227 kills	Gavin Brennan, Claremorris
227 kills	Kevin Seeneey, Bury St Edmunds
227 kills	David Ryan, Dublin
227 kills	Richard Dunn, New Leake

AREA 6

448 kills	Daniel Dunn, New Leake
374 kills	Mark Nicol, Western Australia

Banjo-Kazooie

SPIRAL MOUNTAIN

0:02:17	Jon Burrows, Queensland
0:02:25	Niall Hickey, County Waterford

MUMBO'S MOUNTAIN

0:04:44	Jon Burrows, Queensland
0:05:28	Kevin Seeneey, Bury St Edmunds
0:06:30	Danny Dunn, New Leake
0:06:40	Jan-Erik Spangberg, Sweden
0:08:17	Niall Hickey, County Waterford

TREASURE TROVE COVE

0:08:29	Jon Burrows, Queensland
0:10:50	Jan-Erik Spangberg, Sweden
0:11:06	Richard Dunn, Boston
0:12:01	Niall Hickey, County Waterford
0:12:21	Kevin Seeneey, Bury St Edmunds

MAD MONSTER MANSION

0:14:15	Jan-Erik Spangberg, Sweden
0:15:48	Kevin Seeneey, Bury St Edmunds
0:18:16	Niall Hickey, County Waterford
0:26:09	Ingvar Gunnarsson, Iceland

BUBBLEGLOOP SWAMP

0:15:02	Kevin Seeneey, Bury St Edmunds
0:15:19	Jan-Erik Spangberg, Sweden
0:18:07	Niall Hickey, County Waterford
0:21:01	Richard Dunn, Boston
0:28:04	Ingvar Gunnarsson, Iceland

CLANKERS CAVERN

0:08:31	Jon Burrows, Queensland
0:08:47	Kevin Seeneey, Bury St Edmunds

0:11:36	Niall Hickey, County Waterford
0:12:21	Jan-Erik Spangberg, Sweden
0:13:49	Richard Dunn, Boston

CLICK CLOCK WOOD

0:32:25	Jan-Erik Spangberg, Sweden
0:42:05	Niall Hickey, County Waterford
0:43:46	Kevin Seeneey, Bury St Edmunds

RUSTY BUCKET BAY

0:13:30	Kevin Seeneey, Bury St Edmunds
0:16:14	Jan-Erik Spangberg, Sweden
0:16:47	Niall Hickey, County Waterford
0:28:38	Ingvar Gunnarsson, Iceland

FREEZEZY PEAK

0:13:34	Kevin Seeneey, Bury St Edmunds
0:15:25	Jan-Erik Spangberg, Sweden
0:19:40	Richard Dunn, Boston
0:22:41	Niall Hickey, County Waterford
0:30:51	Ingvar Gunnarsson, Iceland

Gobi's Valley

0:14:44	Kevin Seeneey, Bury St Edmunds
0:15:58	Jan-Erik Spangberg, Sweden
0:16:44	Niall Hickey, County Waterford
0:33:23	John Brennan, Bicester
0:33:25	Iain Russell, Newbury

100 JIGGIES, 900 NOTES

2:46:17	Kevin Seeneey, Bury St Edmunds
2:53:54	Jan-Erik Spangberg, Sweden
3:38:52	Mark Nicol, Western Australia
4:46:00	Ingvar Gunnarsson, Iceland

Shadows Of The Empire

AMBUSH AT MOS EISLEY

00:35 Richard Dunn, New Leake
01:01 Ben Webster, Millbridge
01:03 Chris Handley, Notts
01:05 Paul Nicholls, Coventry
01:22 John Brennan, Bicester

RENDEZVOUS ON BARKHESH

05:10 Paul Nicholls, Coventry
05:19 Richard Dunn, New Leake
05:19 John Brennan, Bicester
05:19 Ian Lawlor, Churwell

THE SEARCH FOR THE NONNAH

03:31 Richard Dunn, New Leake
04:30 John Brennan, Bicester
04:36 Paul Nicholls, Coventry
05:06 Ian Lawlor, Churwell

THE JADE MOON

01:02 Richard Dunn, New Leake
01:36 Paul Nicholls, Coventry
01:50 Ben Webster, Millbridge
02:02 Ian Lawlor, Churwell
02:40 Philip Munt, Surrey

DEFECTION AT CORELLIA

03:12 Ian Lawlor, Churwell
09:02 Chris Handley, Notts
09:09 John Brennan, Bicester

THE LIBERATION OF GERRARD V

02:23 Jason Lloyd Parsons, Llangoe
04:04 Richard Dunn, New Leake
04:39 John Brennan, Bicester

IMPERIAL CONSTRUCTION YARDS

01:51 Richard Dunn, New Leake
02:22 Philip Munt, Surrey
02:27 John Brennan, Bicester
02:31 Ian Lawlor, Churwell

ASSAULT ON KILE II

01:55 Richard Dunn, New Leake
05:55 Ian Lawlor, Churwell

RESCUE ON KESSEL

01:24 Richard Dunn, New Leake
01:34 John Brennan, Bicester
01:37 Paul Nicholls, Coventry
04:41 Oliver Lonsdale, West Bridgeford
03:32 Ian Lawlor, Churwell

PRISONS OF KESSEL

07:36 Richard Dunn, New Leake
09:01 John Brennan, Bicester
10:03 Ian Lawlor, Churwell

BATTLE ABOVE TALORAAN

02:02 Danny Dunn, New Leake
03:47 Ian Lawlor, Churwell
06:18 John Brennan, Bicester

ESCAPE FROM FEST

06:21 John Brennan, Bicester

BLOCKADE ON CHANDRILA

04:48 Ian Lawlor, Churwell
05:11 John Brennan, Bicester
05:25 Richard Dunn, New Leake

RAID ON SULLUST

01:43 Richard Dunn, New Leake
02:54 Ian Lawlor, Churwell

MOFF SEERDON'S REVENGE

04:08 John Brennan, Bicester
05:50 Paul Nicholls, Coventry

THE BATTLE OF CALAMARI

02:37 Richard Dunn, New Leake

BATTLE OF HOTH

03:18 Danny Dunn, New Leake

THE DEATHSTAR TRENCH RUN

01:54 Richard Dunn, New Leake
01:58 Ben Webster, Millbridge
02:16 John Brennan, Bicester

Quake 64

MAP 1: THE SLIPGATE COMPLEX

0:30 Michael Williams, Exeter
0:30 Raymond Burton, Stockbridge
0:30 Jon Quarrie, Stapleford
0:30 Kevin Seeneey, Bury St Edmunds
0:31 Karl Watt, Shetland

MAP 2: CASTLE OF THE DAMNED

0:28 John Brennan, Bicester
0:38 Jon Quarrie, Stapleford
0:40 Karl Watt, Shetland
0:41 Michael Williams, Exeter
0:44 Raymond Burton, Stockbridge

MAP 3: THE NECROPOLIS

1:05 John Brennan, Bicester
1:11 Karl Watt, Shetland
1:12 Jon Quarrie, Stapleford
1:14 Michael Williams, Exeter
1:14 Raymond Burton, Stockbridge

MAP 4: GLOOM KEEP

0:37 John Brennan, Bicester
0:46 Jon Quarrie, Stapleford
0:49 Michael Williams, Cardiff
0:55 Karl Watt, Shetland
0:56 Raymond Burton, Stockbridge

MAP 5: THE DOOR TO CHTHON

0:15 John Brennan, Bicester
0:54 Jon Quarrie, Stapleford
0:56 Chris Street, Huntingdon
1:02 Karl Watt, Shetland
1:03 Raymond Burton, Stockbridge

MAP 6: HOUSE OF CHTHON

0:21 John Brennan, Bicester
0:27 Karl Watt, Shetland
0:28 Kevin Seeneey, Bury St Edmunds
0:29 Raymond Burton, Stockbridge
0:29 Jon Quarrie, Stapleford

MAP 7: ZIGGURAT VERTIGO

1:04 John Brennan, Bicester
1:24 Jon Quarrie, Stapleford
2:31 Karl Watt, Shetland
2:39 Andy Murray, Bournemouth
2:45 Martin Hurley, St Helens

MAP 8: THE OGRE CITADEL

0:53 John Brennan, Bicester
0:58 Raymond Burton, Stockbridge
0:58 Jon Quarrie, Stapleford
1:03 Karl Watt, Shetland
1:04 Kevin Seeneey, Bury St Edmunds

MAP 9: THE CRYPT OF DECAY

1:12 John Brennan, Bicester
1:18 Raymond Burton, Stockbridge

1:19 Karl Watt, Shetland
1:20 Jon Quarrie, Stapleford
1:24 Martin Hurley, St Helens

MAP 10: THE WIZARD'S MANSE

1:45 John Brennan, Bicester
2:18 Karl Watt, Shetland
2:21 Jon Quarrie, Stapleford
2:27 Raymond Burton, Stockbridge

MAP 11: THE DISMAL OUBLIETTE

1:53 John Brennan, Bicester
5:06 Raymond Burton, Stockbridge
5:48 Jon Quarrie, Stapleford

MAP 12: THE UNDEREARTH

0:47 John Brennan, Bicester
0:58 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 13: TERMINATION CENTRAL

0:42 John Brennan, Bicester
1:02 Karl Watt, Shetland
1:08 Jon Quarrie, Stapleford
1:10 Raymond Burton, Stockbridge

MAP 14: THE VAULTS OF ZIN

0:54 John Brennan, Bicester
1:05 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 15: THE TOMB OF TERROR

1:06 John Brennan, Bicester
1:10 Karl Watt, Shetland
1:25 Raymond Burton, Stockbridge

MAP 16: SATAN'S DARK DELIGHT

2:07 John Brennan, Bicester
3:00 Kevin Seeneey, Bury St Edmunds

MAP 17: CHAMBERS OF TORMENT

0:53 John Brennan, Bicester
1:15 Karl Watt, Shetland
1:27 Raymond Burton, Stockbridge

MAP 20: THE ELDER GOD SHRINE

0:37 John Brennan, Bicester

MAP 21: THE PALACE OF HATE

0:47 John Brennan, Bicester

MAP 22: THE PAIN MAZE

0:49 John Brennan, Bicester

MAP 23: AZURE AGONY

1:42 Jon Quarrie, Stapleford
2:55 Karl Watt, Shetland
3:26 Raymond Burton, Stockbridge

MAP 24: THE NAMELESS CITY

1:26 John Brennan, Bicester

MAP 25: SHUB NIGGURATH'S PIT

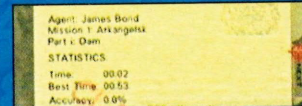
0:50 John Brennan, Bicester
0:50 Kevin Seeneey, Bury St Edmunds
0:52 Jon Quarrie, Stapleford



Goldeneye

FACILITY - 00 LEVEL!

0:51 Arif Mollah, Rochdale
0:55 Jon Burrows, Queensland
0:56 Richard Dunn, New Leake
1:00 Magnus Smith, Burra Isle
1:06 Stephen Hill, Maidstone



BYELOMORYE DAM

0:53 Arif Mollah, Rochdale
0:55 Jon Burrows, Queensland
0:55 Luke Sutton, South Australia
0:56 James Hurst, Surrey
0:56 Matthys ten Ham, The Netherlands

FACILITY

0:40 Jon Burrows, Queensland
0:44 Luke Sutton, South Australia
0:45 Richard Dunn, New Leake
0:45 Arif Mollah, Rochdale
0:52 Magnus Smith, Burra Isle

RUNWAY

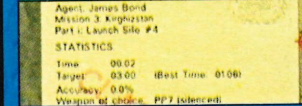
0:23 Jon Burrows, Queensland
0:24 Michael Williams, Exeter
0:25 Matthys ten Ham, The Netherlands
0:25 Arif Mollah, Rochdale
0:25 Mike Geisler, Australia

SURFACE 1

1:01 Magnus Smith, Burra Isle
1:04 Arif Mollah, Rochdale
1:04 Jon Burrows, Queensland
1:05 Luke Sutton, South Australia
1:06 Danny Dunn, New Leake

BUNKER 1

0:19 Jon Burrows, Queensland
0:19 Chris Stuart, Peterhead
0:19 Arif Mollah, Rochdale
0:20 Matthys ten Ham, The Netherlands
0:20 Luke Sutton, South Australia



LAUNCH SILO

1:06 Arif Mollah, Rochdale
1:09 Luke Sutton, South Australia
1:10 Jon Burrows, Queensland
1:12 Richard Dunn, New Leake
1:20 Stephen Hill, Maidstone

FRIGATE

0:25 Magnus Smith, Burra Isle
0:29 Jon Burrows, Queensland
0:31 Matthys ten Ham, The Netherlands
0:32 Stephen Hill, Maidstone
0:32 Arif Mollah, Rochdale

SURFACE 2

0:54 Jon Burrows, Queensland
0:57 Danny Dunn, New Leake
0:57 Sam Doyle, Glossop
0:57 Matthys ten Ham, The Netherlands
0:57 Arif Mollah, Rochdale

BUNKER 2

0:22 Arif Mollah, Rochdale
0:23 Luke Sutton, South Australia
0:25 Jon Burrows, Queensland
0:26 Danny Dunn, New Leake
0:29 Richard Dunn, New Leake

STATUE PARK

2:31 Jon Burrows, Queensland
2:37 Matthys ten Ham, The Netherlands
2:38 Danny Dunn, New Leake
2:38 Arif Mollah, Rochdale
2:39 Raymond Burton, Stockbridge

MILITARY ARCHIVES

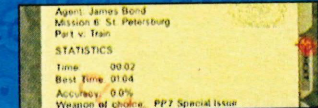
0:17 Jon Burrows, Queensland
0:17 Chris Stuart, Peterhead
0:17 Arif Mollah, Rochdale
0:18 Richard Dunn, New Leake
0:20 Matthew Stevenson, Bournemouth

STREETS

1:12 Jon Burrows, Queensland
1:14 Danny Dunn, New Leake
1:17 Matthys ten Ham, The Netherlands
1:17 Andrew Jules, Weston-Super-Mare
1:17 Antonio Debs, Tripoli

DEPOT

0:23 Jon Burrows, Queensland
0:23 Chris Stuart, Peterhead
0:23 Arif Mollah, Rochdale
0:23 Luke Sutton, South Australia
0:24 Richard Dunn, New Leake



TRAIN

1:04 Arif Mollah, Rochdale
1:25 Luke Sutton, South Australia
1:26 Matthys ten Ham, The Netherlands
1:26 Jon Burrows, Queensland
1:32 Richard Dunn, New Leake

JUNGLE

1:07 Matthys ten Ham, The Netherlands
1:07 Arif Mollah, Rochdale
1:08 Jon Burrows, Queensland
1:10 Richard Dunn, New Leake
1:14 Sam Doyle, Glossop

CONTROL CENTRE

3:40 Jon Burrows, Queensland
3:51 Arif Mollah, Rochdale
3:51 Richard Dunn, New Leake
4:23 Matthys ten Ham, The Netherlands
4:32 Andrew Jules, Weston-Super-Mare

WATER CAVERNS

1:06 Matthys ten Ham, The Netherlands
1:06 Jon Burrows, Queensland
1:06 Arif Mollah, Rochdale
1:08 Danny Dunn, New Leake
1:08 Antonio Debs, Tripoli

CRADLE

0:40 Jon Burrows, Queensland
0:42 Matthys ten Ham, The Netherlands
0:46 Stephen Hill, Maidstone
0:46 Arif Mollah, Rochdale
0:47 Andrew Jules, Weston-Super-Mare

AZTEC COMPLEX

1:10 Chris Stuart, Peterhead
1:18 Arif Mollah, Rochdale
1:35 Jon Burrows, Queensland
2:07 Richard Dunn, New Leake
3:08 Sam Doyle, Glossop

EGYPTIAN TEMPLE

0:50 Jon Burrows, Queensland
0:54 Arif Mollah, Rochdale
0:55 Matthys ten Ham, The Netherlands
0:58 Darren Sadler, Wisbech
1:00 Andrew Jules, Weston-Super-Mare
1:01 Martin Hurley, St Helens

Beetle Adventure Racing

COVENTRY COVE

4:42:08 Martin Van Duuren, Holland
4:43:70 Matthys ten Ham, The Netherlands
4:50:26 Paul Nicholls, Coventry
4:50:01 Robert Parker, Cambridge
4:51:56 Andrew Stanger, Wylton



MOUNT MAYHEM

4:45:85 Matthys ten Ham, The Netherlands
4:47:05 Martin Van Duuren, Holland
4:53:52 Paul Nicholls, Coventry
4:54:69 Andrew Stanger, Wylton
5:00:14 Robert Parker, Cambridge

INFERNO ISLE

6:29:06 Martin Van Duuren, Holland
6:36:24 Matthys ten Ham, The Netherlands
7:00:05 Robert Parker, Cambridge
7:01:69 Andrew Stanger, Wylton
7:13:03 Gavin Deadman, Biggin Hill

SUNSET SANDS

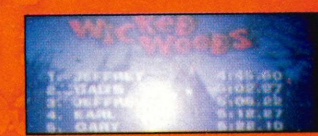
5:11:50 Matthys ten Ham, The Netherlands
5:14:26 Martin Van Duuren, Holland
5:43:37 Robert Parker, Cambridge
5:50:66 Andrew Stanger, Wylton
6:13:36 Paul Nicholls, Coventry

METRO MADNESS

5:43:46 Martin Van Duuren, Holland
5:50:08 Matthys ten Ham, The Netherlands
6:19:76 John Brennan, Bicester
6:25:48 Andrew Stanger, Wylton
6:29:48 Robert Parker, Cambridge

WICKED WOODS

3:54:31 Matthys ten Ham, The Netherlands
3:56:50 Martin Van Duuren, Holland
4:14:46 Paul Nicholls, Coventry
4:14:42 Andrew Stanger, Wylton
4:45:60 Jeffrey Van Der Aa, The Netherlands



Micro Machines 64 Turbo

THE MAIN COURSE

00:15:45 Chris Cox, Cambridge
00:15:97 Jeffrey Van Der Aa, The Netherlands
00:16:52 Ned Pendleton, Brackley

LOVE TRIANGLE

00:40:02 Ned Pendleton, Brackley
00:40:30 Chris Cox, Cambridge
00:42:35 Jeffrey Van Der Aa, The Netherlands

BEWARE OF THE DOG

00:35:86 Ned Pendleton, Brackley
00:39:45 Jeffrey Van Der Aa, The Netherlands

CRASH AND BURN

00:22:06 Ned Pendleton, Brackley
00:23:19 Jeffrey Van Der Aa, The Netherlands

DESTRUCTION DIRTBOX

00:30:01 Ned Pendleton, Brackley
00:32:23 Jeffrey Van Der Aa, The Netherlands

BRAKE-FAST BENDS

00:33:76 Ned Pendleton, Brackley
00:41:31 Jeffrey Van Der Aa, The Netherlands

CALCULATOR RISK

00:25:97 Ned Pendleton, Brackley
00:28:85 Jeffrey Van Der Aa, The Netherlands

WIPEUP

00:36:67 Ned Pendleton, Brackley
00:38:65 Jeffrey Van Der Aa, The Netherlands

TANKS ALOT

00:27:67 Ned Pendleton, Brackley
00:28:32 Jeffrey Van Der Aa, The Netherlands

BAGUETTE BALANCE

00:22:71 Ned Pendleton, Brackley
00:23:00 Chris Cox, Cambridge
00:23:56 Jeffrey Van Der Aa, The Netherlands

TRUCKER'S LUCK

00:24:32 Ned Pendleton, Brackley
00:32:27 Jeffrey Van Der Aa, The Netherlands
00:42:22 Debbie Blanco, Uddingston
00:56:15 Martin Hurley, St Helens

BIKINI BLAZER

00:25:05 Ned Pendleton, Brackley
00:27:43 Jeffrey Van Der Aa, The Netherlands

PEBBLE DASH

00:32:21 Ned Pendleton, Brackley
00:25:94 Jeffrey Van Der Aa, The Netherlands

BEACHED BUGGIES

00:19:68 Chris Cox, Cambridge
00:21:66 Ned Pendleton, Brackley
00:22:59 Jeffrey Van Der Aa, The Netherlands

RIGHT ON CUE

00:19:53 Chris Cox, Cambridge
00:19:85 Ned Pendleton, Brackley
00:24:65 Jeffrey Van Der Aa, The Netherlands

RACK 'N ROLL

00:47:97 Chris Cox, Cambridge
00:48:41 Ned Pendleton, Brackley
00:49:05 Jeffrey Van Der Aa, The Netherlands

PULLING POWER

00:39:58 Ned Pendleton, Brackley
00:41:87 Jeffrey Van Der Aa, The Netherlands

STINKY SINKS

00:22:31 Ned Pendleton, Brackley
00:23:52 Jeffrey Van Der Aa, The Netherlands

SAND BLASTER

00:35:42 Ned Pendleton, Brackley
00:37:59 Jeffrey Van Der Aa, The Netherlands

SWERVE SHOT

00:06:85 Chris Cox, Cambridge
00:12:03 Ned Pendleton, Brackley
00:12:11 Achilles Zanettis, Kenton
00:52:39 Jeffrey Van Der Aa, The Netherlands

BREAKFAST AT CHERRY'S

00:23:64 Chris Cox, Cambridge
00:24:12 Ned Pendleton, Brackley
00:24:13 Jeffrey Van Der Aa, The Netherlands

DESTRUCTION DIRTBOX

00:30:01 Ned Pendleton, Brackley

FORMULA X

00:31:18 Ned Pendleton, Brackley

LEARNING CURVES

00:34:17 Ned Pendleton, Brackley
00:38:29 Andy Murray, Bourne-mouth

Mario 64

2088 coins Ingvar Gunnarsson, Iceland
2072 coins Adam Scott, Rugby

Cruis 'n USA

GRAND CANYON
1:24:73 Dominic Winslow, Braypark
1:37:60 Paul Murray, Tranmere

TOB80° Snowboarding

HALF PIPE TRICK ATTACK

147734 Adam Tucker, Great Yarmouth
111339 Chris Webb, Abbeydale
110389 Alan Dundas, Arbroath
99226 Sarah Bishop, New Barnet
85852 Tim Smith, Prestatyn

CRYSTAL LAKE TRICK ATTACK

124445 Chris Webb, Abbeydale
110310 Adam Tucker, Great Yarmouth
104442 Tom Grigg, Alesford
91937 Jon Burrows, Queensland
90417 Ryan Stevenson, Aberystwyth

CRYSTAL PEAK TRICK ATTACK

139506 Adam Tucker, Great Yarmouth
117429 Chris Webb, Abbeydale
100885 Tom Cuthbert, Alresford
97291 Jon Burrows, Queensland
89063 Ryan Stevenson, Aberystwyth

GOLDEN FOREST TRICK ATTACK

123218 Adam Tucker, Great Yarmouth
103902 Chris Webb, Abbeydale
91118 Jon Burrows, Queensland
76876 Ryan Stevenson, Aberystwyth
74732 Danny Dunn, New Leake

MOUNTAIN VILLAGE TRICK ATTACK

154503 Adam Tucker, Great Yarmouth
135769 Chris Webb, Abbeydale
132313 Adam Charlton, Huntingdon
103773 Ryan Stevenson, Aberystwyth
84669 Danny Dunn, New Leake

DEADLY FALL TRICK ATTACK

224498 Chris Webb, Abbeydale
142217 Adam Tucker, Great Yarmouth
133069 Ross Todd, Arbroath
124286 Ryan Stevenson, Aberystwyth
89378 Josh Bliton, Chipperfield

DRAGON CAVE TRICK ATTACK

143015 Chris Webb, Abbeydale
127294 Adam Tucker, Great Yarmouth
94856 Ryan Stevenson, Aberystwyth
84653 Richard Dunn, New Leake
62966 Kevin Seeneey, Bury St Edmunds

AIR MAKE

21450 William Armstrong, Victoria

CRYSTAL LAKE RACE

110121 Adam Tucker, Great Yarmouth
110273 Danny Dunn, New Leake
110303 Jon Burrows, Queensland
110306 Magnus Smith, Burra Isle
110319 Chris Webb, Abbeydale

CRYSTAL PEAK RACE

112663 Adam Tucker, Great Yarmouth
112721 Danny Dunn, New Leake
112778 Chris Webb, Abbeydale
112840 Magnus Smith, Burra Isle
112840 Jon Burrows, Queensland

GOLDEN FOREST RACE

118157 Adam Tucker, Great Yarmouth
119666 Chris Webb, Abbeydale
11982 Danny Dunn, New Leake
12012 Jan-Erik Spangberg, Sweden
12042 Jon Burrows, Queensland

DRAGON CAVE RACE

124210 Adam Tucker, Great Yarmouth
125176 Danny Dunn, New Leake
12652 Chris Webb, Abbeydale
12692 Jon Burrows, Queensland
12725 Magnus Smith, Burra Isle

MOUNTAIN VILLAGE RACE

127110 Adam Tucker, Great Yarmouth
13015 Danny Dunn, New Leake
13028 Chris Webb, Abbeydale
13051 Adam Charlton, Huntingdon
13114 Chris Atkins, Wokington

DEADLY FALL RACE

110684 Adam Tucker, Great Yarmouth
110794 Chris Webb, Abbeydale
110821 Danny Dunn, New Leake
110844 Magnus Smith, Burra Isle
110864 Jon Burrows, Queensland

BEST CONTEST SCORE

379302 Chris Webb, Abbeydale
214377 Danny Dunn, New Leake
186274 Ryan Stevenson, Aberystwyth
159195 Edward Nugent, Reading
146907 Chris Atkins, Wokington

Diddy Kong Racing

ANCIENT LAKE

00:32:21 Stacy Needham, Bicester
00:37:11 Keith Boiston, Felling
00:42:03 Adam Charlton, Buckden
00:42:10 Rob Pierce, Salisbury
00:42:54 Stephen Henderson, Upminster

FOSSIL CANYON

00:58:26 Stacy Needham, Bicester
01:04:03 Keith Boiston, Felling
01:05:00 Adam Charlton, Buckden
01:10:00 Arthur van Dalen, Netherlands
01:11:83 Richard Dunn, Boston

JUNGLE FALLS

00:41:53 Adam Charlton, Buckden
00:42:60 Keith Boiston, Felling
00:45:66 Arthur van Dalen, Netherlands
00:47:13 Richard Dunn, Boston
00:47:46 Rob Pierce, Salisbury

TREASURE CAVES

00:42:20 Keith Boiston, Felling
00:44:75 Adam Charlton, Buckden
00:47:71 Arthur van Dalen, Netherlands
00:49:06 Richard Dunn, Boston
00:49:31 Thomas Ferrari, Norfolk

WHALE BAY

00:53:01 Keith Boiston, Felling
00:57:06 Rob Pierce, Salisbury
00:59:63 Danny Dunn, New Leake
01:02:11 Raymond Burton, Stockbridge
01:03:25 Kevin Seeneey, Bury St Edmunds

PIRATE LAGOON

01:01:23 Keith Boiston, Felling
01:04:36 Rob Pierce, Salisbury
01:05:73 Jan-Erik Spangberg, Sweden
01:11:35 Jon Quarrie, Stapleford
01:11:91 Tammy Harris, Birmingham

WINDMILL PLAINS

01:33:18 Keith Boiston, Felling
01:35:45 Adam Charlton, Buckden
01:45:93 Richard Dunn, Boston
01:52:10 Rob Pierce, Salisbury
01:52:56 Kevin Seeneey, Bury St Edmunds

CRESCENT ISLAND

01:07:45 Keith Boiston, Felling
01:11:40 Adam Charlton, Buckden
01:14:31 Richard Dunn, Boston
01:21:31 Kevin Seeneey, Bury St Edmunds
01:24:90 Jon Quarrie, Stapleford

HOT TOP VOLCANO

00:58:20 Stacy Needham, Bicester
01:04:33 Keith Boiston, Felling
01:15:75 Richard Dunn, Boston
01:17:93 Rob Pierce, Salisbury
01:18:45 Neil Friedman, Whitefield

GREENWOOD VILLAGE

11:26:26 Stacy Needham, Bicester
12:22:73 Kevin Seeneey, Bury St Edmunds
12:31:25 Richard Dunn, Boston
13:01:61 Tammy Harris, Birmingham
13:39:56 John Brennan, Bicester

HAUNTED WOODS

00:51:26 Keith Boiston, Felling
00:52:76 Richard Dunn, New Leake
00:54:05 Kevin Seeneey, Bury St Edmunds
00:57:41 Jon Quarrie, Stapleford
00:57:91 Tammy Harris, Birmingham

FROSTY VILLAGE

01:19:01 Rob Pierce, Salisbury
01:20:60 Richard Dunn, New Leake
01:21:86 Kevin Seeneey, Bury St Edmunds
01:35:41 Tammy Harris, Birmingham

EVERFROST PEAK

01:25:26 Richard Dunn, New Leake
01:28:16 Tammy Harris, Birmingham
01:30:91 Kevin Seeneey, Bury St Edmunds
01:37:03 Jon Quarrie, Stapleford
01:39:35 Sion Griffiths, Aberystwyth

SNOWBALL VALLEY

00:44:10 Stacy Needham, Bicester
00:53:40 Richard Dunn, New Leake
00:56:85 Tammy Harris, Birmingham
00:57:62 Kevin Seeneey, Bury St Edmunds
01:01:56 Raymond Burton, Stockbridge

BOULDER CANYON

01:25:48 Keith Boiston, Felling
01:33:36 Rob Pierce, Salisbury
01:33:81 Danny Dunn, New Leake
01:36:30 Kevin Seeneey, Bury St Edmunds
01:39:10 Tammy Harris, Birmingham

WALRUS COVE

01:29:31 Keith Boiston, Felling
01:30:73 Adam Charlton, Buckden
01:32:15 Jeffrey Van Der Aa, The Netherlands
01:40:95 Richard Dunn, Boston
01:43:36 Kevin Seeneey, Bury St Edmunds

SPACEDUST ALLEY

01:34:51 Danny Dunn, New Leake
01:34:53 Keith Boiston, Felling
01:44:61 Arthur van Dalen, Netherlands
01:47:51 Kevin Seeneey, Bury St Edmunds
01:51:05 Rob Pierce, Salisbury

DARKMOON CAVERNS

01:39:13 Keith Boiston, Felling
01:46:41 Adam Charlton, Buckden
01:49:03 Richard Dunn, Boston
01:55:43 Kevin Seeneey, Bury St Edmunds
01:55:71 Jan-Erik Spangberg, Sweden

SPACEPORT ALPHA

01:32:31 Keith Boiston, Felling
01:44:35 Kevin Seeneey, Bury St Edmunds
01:44:60 Danny Dunn, New Leake
01:46:23 Rob Pierce, Salisbury
01:49:40 Arthur van Dalen, Netherlands

STAR CITY

01:25:76 Stacy Needham, Bicester
01:29:36 Kevin Seeneey, Bury St Edmunds
01:30:45 Rob Pierce, Salisbury
01:30:90 Richard Dunn, Boston
01:32:46 Arthur van Dalen, Netherlands
01:39:90 John Dick, Uddingston

Wave Race

SUNNY BEACH

0:57:863 Adam Tucker, Great Yarmouth
1:00:782 Alan Dundas, Arbroath
1:05:552 Magnus Smith, Burra Isle
1:05:765 Mark Bonnes, East Kilbride
1:05:956 Gavin Deadman, Biggin Hill

SUNSET BAY

1:00:144 Adam Tucker, Great Yarmouth
1:03:925 Alan Dundas, Arbroath
1:09:152 Gavin Deadman, Biggin Hill
1:11:620 Mark Bonnes, East Kilbride
1:18:501 Charles Nuttall, Oldham

DRAKE LAKE

1:06:908 Adam Tucker, Great Yarmouth
1:09:305 Alan Dundas, Arbroath
1:12:527 Gavin Deadman, Biggin Hill
1:12:902 Ross McKinstry, Arbroath
1:18:954 Mark Bonnes, East Kilbride

GLACIER COAST

1:19:942 Adam Tucker, Great Yarmouth
1:29:522 Alan Dundas, Arbroath
1:36:655 Douglas Bonnes, East Kilbride
1:39:393 Charles Nuttall, Oldham
1:42:118 Jan-Erik Spangberg, Sweden

PORT BLUE

1:24:704 Adam Tucker, Great Yarmouth
1:29:903 Charles Nuttall, Oldham
1:30:304 Mick Smith, Worcester
1:38:255 Ruidhri Dunn, Enfield
1:40:468 Gavin Deadman, Biggin Hill

SOUTHERN ISLAND

1:05:837 Adam Tucker, Great Yarmouth
1:17:721 Gavin Deadman, Biggin Hill
1:20:020 Mick Smith, Worcester
1:25:361 Alan Dundas, Arbroath
1:25:820 Charles Nuttall, Oldham

TWILIGHT CITY

1:44:321 Adam Tucker, Great Yarmouth
1:46:449 Gavin Deadman, Biggin Hill
1:47:538 Ruidhri Dunn, Enfield
1:48:406 Simon Blakeney, Basingstoke
1:51:806 Jon Quarrie, Stapleford

MARINE FORTRESS

1:18:853 Adam Tucker, Great Yarmouth
1:27:854 Ruidhri Dunn, Enfield
1:30:372 Gavin Deadman, Biggin Hill
1:31:075 Charles Nuttall, Oldham
1:33:918 Gautam Rishi, Gerrards Cross

Mario Kart 64



LUIGI RACEWAY

00:36:91 Arif Mollah, Rochdale
00:43:73 Adam Tucker, Great Yarmouth
00:48:24 Jon Burrows, Queensland
00:48:42 Caroline Fawcett, North Horncastle
00:49:64 Richard Dunn, New Leake

MOO MOO FARM

01:18:74 Arif Mollah, Rochdale
01:19:26 Adam Tucker, Great Yarmouth
01:20:51 James Allsopp, Alveston
01:21:45 Alan Dundas, Arbroath
01:21:71 James Eyre, Coalville

KOOPA TROOPA BEACH

01:24:04 Arif Mollah, Rochdale
01:24:48 Arif Mollah, Rochdale
01:27:81 Alan Dundas, Arbroath
01:27:99 Ross Toad, Arbroath
01:28:56 Mick Smith, Worcester

FRAPPE SNOWLAND

00:25:33 Arif Mollah, Rochdale
00:25:34 Arthur van Dalen, Netherlands
00:27:45 Alan Pierce, Salisbury
00:27:72 Rob Pierce, Salisbury
00:29:57 Danny Dunn, New Leake

MARIO RACEWAY

00:18:80 Arif Mollah, Rochdale
00:27:79 Adam Tucker, Great Yarmouth
00:49:38 David Park, Hebburn
00:51:47 Caroline Fawcett, North Horncastle
00:53:62 Jon Burrows, Queensland

WARIO STADIUM

00:18:80 Arif Mollah, Rochdale
00:19:68 Aaron Norris, Western Australia
00:21:22 Richard Dunn, New Leake
00:22:03 Rob Pierce, Salisbury
00:22:17 Danny Dunn, New Leake

CHOCO MOUNTAIN

01:00:56 Richard Dunn, New Leake
1:02:98 Arif Mollah, Rochdale
01:20:74 Adam Tucker, Great Yarmouth
01:28:19 Jon Burrows, Queensland
01:29:94 Jeffrey Van Der Aa, The Netherlands
01:33:19 Andy Murray, Bournemouth

ROYAL RACEWAY

01:24:49 Arif Mollah, Rochdale
01:27:43 Adam Tucker, Great Yarmouth
01:47:73 Jon Burrows, Queensland
01:57:53 Mick Smith, Worcester
02:07:54 Rob Pierce, Salisbury
02:14:32 Martin Hurley, St Helens

KALAMARI DESERT

01:01:43 Arif Mollah, Rochdale
01:09:01 Adam Tucker, Great Yarmouth
01:23:84 Jon Burrows, Queensland
01:29:45 James Eyre, Donington Le Heath
01:37:22 Alan Dundas, Arbroath

YOSHI VALLEY

00:34:83 Stacy Needham, Bicester
00:34:88 Aaron Norris, Western Australia
00:35:19 Rob Pierce, Salisbury
00:37:64 Arif Mollah, Rochdale
01:05:34 Matthys ten Ham, The Netherlands

RAINBOW ROAD

04:04:92 Adam Tucker, Great Yarmouth
04:04:70 Arif Mollah, Rochdale
04:07:89 Jamie Eccles, California
04:15:95 Alan Dundas, Arbroath
04:18:57 Charles Nuttall, Oldham

BANSHEE BOARDWALK

00:58:76 Jon Burrows, Queensland
01:20:52 Adam Tucker, Great Yarmouth
01:47:38 Arthur Van Dalen, The Netherlands
01:54:64 Arif Mollah, Rochdale
02:02:06 Alan Dundas, Arbroath

DONKEY KONG'S JUNGLE PARKWAY

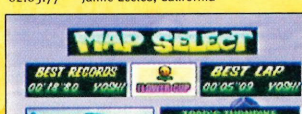
00:28:81 Arif Mollah, Rochdale
00:29:03 Aaron Norris, Western Australia
00:31:94 Danny Dunn, New Leake
00:35:01 Rob Pierce, Salisbury
00:46:29 Richard Dunn, New Leake

SHERBET LAND

01:35:89 Jon Burrows, Queensland
01:41:19 Adam Tucker, Great Yarmouth
01:44:20 Arif Mollah, Rochdale
01:51:69 James Eyre, Donington Le Heath
01:53:24 Alan Dundas, Arbroath
01:54:32 Jamie Eccles, California

BOWSER'S CASTLE

01:20:90 Adam Tucker, Great Yarmouth
01:58:95 Jon Burrows, Queensland
02:03:39 Arif Mollah, Rochdale
02:04:44 Kenneth Dundas, Arbroath
02:05:77 Jamie Eccles, California



TOAD'S TURNPIKE

01:43:33 Arif Mollah, Rochdale
01:45:53 Jon Burrows, Queensland
01:46:27 Adam Tucker, Great Yarmouth
01:46:63 James Allsopp, Alveston
01:47:19 Alan Dundas, Arbroath

Star Wars: Rogue Squadron

AMBUSH AT MOS EISLEY

00:35 Richard Dunn, New Leake
00:45 Arif Mollah, Rochdale
01:01 Ben Webster, Millbridge
01:03 Chris Handley, Notts
01:05 Paul Nicholls, Coventry

RENDEZOUS ON BARKHESH

05:10 Paul Nicholls, Coventry
05:19 Richard Dunn, New Leake
05:19 John Brennan, Bicester
05:19 Ian Lawlor, Churwell
05:19 Arif Mollah, Rochdale

THE SEARCH FOR THE NONNAH

03:29 Arif Mollah, Rochdale
03:31 Richard Dunn, New Leake
04:30 John Brennan, Bicester
04:36 Paul Nicholls, Coventry
05:06 Ian Lawlor, Churwell

THE JADE MOON

01:02 Richard Dunn, New Leake
01:18 Arif Mollah, Rochdale
01:26 Paul Nicholls, Coventry
01:50 Ben Webster, Millbridge
02:02 Ian Lawlor, Churwell

DEFECTION AT CORELLIA

08:10 Arif Mollah, Rochdale
09:02 Chris Handley, Notts
09:09 John Brennan, Bicester

THE LIBERATION OF GERRARD V

02:23 Jason Lloyd Parsons, Llangoe
04:04 Arif Mollah, Rochdale
04:04 Richard Dunn, New Leake
04:39 John Brennan, Bicester

IMPERIAL CONSTRUCTION YARDS

01:51 Richard Dunn, New Leake
02:12 Arif Mollah, Rochdale

02:22 PHILIP MUNT, SURREY

02:27 John Brennan, Bicester
02:31 Ian Lawlor, Churwell

ASSAULT ON KILE II

01:55 Richard Dunn, New Leake
02:39 Arif Mollah, Rochdale
05:55 Ian Lawlor, Churwell
06:04 Martin Hurley, St Helens

RESCUE ON KESSEL

0:24 Richard Dunn, New Leake
0:34 John Brennan, Bicester
0:37 Paul Nicholls, Coventry
0:41 Oliver Lonsdale, West Bridgeford
0:32 Ian Lawlor, Churwell

PRISONS OF KESSEL

07:36 Richard Dunn, New Leake
08:47 Arif Mollah, Rochdale
09:01 John Brennan, Bicester
10:03 Ian Lawlor, Churwell

BATTLE ABOVE TALORAAN

01:58 Arif Mollah, Rochdale
02:02 Danny Dunn, New Leake
03:47 Ian Lawlor, Churwell
06:18 John Brennan, Bicester

ESCAPE FROM FEST

05:29 Arif Mollah, Rochdale
06:21 John Brennan, Bicester

BLOCKADE ON CHANDRILA

04:48 Ian Lawlor, Churwell
05:10 Arif Mollah, Rochdale
05:11 John Brennan, Bicester
05:25 Richard Dunn, New Leake

RAID ON SULLUST

01:25 Arif Mollah, Rochdale
01:43 Richard Dunn, New Leake
02:54 Ian Lawlor, Churwell

MOFF SEERDON'S REVENGE

04:01 Arif Mollah, Rochdale
04:08 John Brennan, Bicester
05:50 Paul Nicholls, Coventry

THE BATTLE OF CALAMARI

02:37 Richard Dunn, New Leake
03:11 Arif Mollah, Rochdale

BATTLE OF HOTH

03:16 Arif Mollah, Rochdale
03:18 Danny Dunn, New Leake

THE DEATHSTAR TRENCH RUN

01:54 Richard Dunn, New Leake
01:58 Ben Webster, Millbridge
01:58 Arif Mollah, Rochdale
02:16 John Brennan, Bicester

Turok

TRAINING LEVEL

2:12 Michael Williams, Exeter
2:17 Mikhael Farrelly, Zimbabwe
2:20 Richard Dunn, New Leake
2:23 Fiaz Farrelly, Zimbabwe
2:33 Ben Webster, Millbridge

Vigilante 8

SURVIVAL MODE

99:56 with 180 kills Ian Lawlor, Churwell
84:02 with 115 kills Ben Andrew, St Ives
71:55 with 121 kills Paul Nicholls, Coventry
47:56 with 69 kills Alex Cadby, Weston-Super-Mare

Blast Corps

DIAMOND SANDS

1:58:0 Mark Nicol, Western Australia
2:53:6 Luke Sutton, Australia

OYSTER HARBOUR

2:55:5 Mark Nicol, Western Australia
3:26:5 Luke Sutton, South Australia

SIMIAN ACRES

0:14:5 Mark Nicol, Western Australia
0:14:4 Luke Sutton, South Australia

MOON

2:23:0 Mark Nicol, Western Australia

VENUS

2:21:5 Luke Sutton, Australia

Tetrisphere

RESCUE

259549700 Joel Smith, Springwood, Australia
145032800 Jay Scott, Fort William
107614300 John Lambregts, The Netherlands
82047300 Gavin Brennan, Claremorris
78621700 Barbet Koolmees, The Hague, Holland

SCARS

ISLAND

0:45:20 Luke Sutton, South Australia
0:45:48 Luke Kemp, Sevenoaks
0:46:76 Jeffrey Van Der Aa, The Netherlands

SKI

1:04:84 Jeffrey Van Der Aa, The Netherlands
1:09:48 Luke Kemp, Sevenoaks

RALLY

0:53:44 Jeffrey Van Der Aa, The Netherlands
0:55:84 Luke Kemp, Sevenoaks

CANYON

0:51:12 Jeffrey Van Der Aa, The Netherlands
0:51:84 Luke Kemp, Sevenoaks

MOUNTAIN

1:11:44 Jeffrey Van Der Aa, The Netherlands
1:13:36 Luke Kemp, Sevenoaks

WATER

0:46:04 Jeffrey Van Der Aa, The Netherlands
0:47:92 Luke Kemp, Sevenoaks

PIPE

1:24:24 Luke Kemp, Sevenoaks
1:28:52 Jeffrey Van Der Aa, The Netherlands

BLADE

0:58:36 Luke Kemp, Sevenoaks
0:59:24 Jeffrey Van Der Aa, The Netherlands

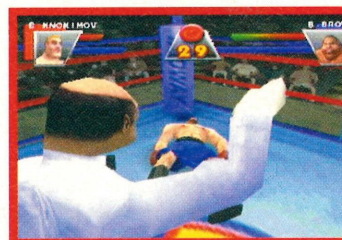
AZTEC

0:47:52 Luke Sutton, South Australia
0:53:32 Luke Kemp, Sevenoaks

SCOREZONE CHALLENGE

CONTENDER READY...

Your challenge this month is to get the highest possible training percentages on the comedy boxing game *Ready 2 Rumble*. This includes aerobics, sway bag, speed bag, heavy bag and weight lifting.

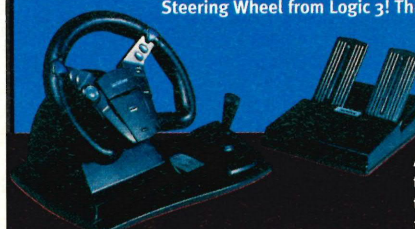


THE ULTIMATE PLAYER!

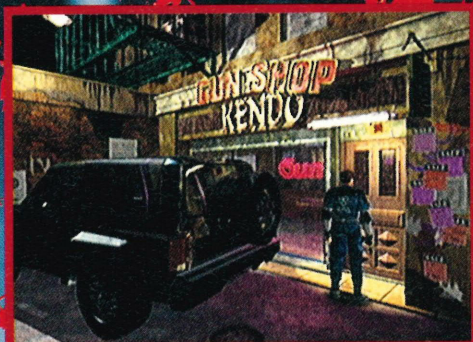
There can be only one! Well, only one a month anyway. Every issue, the Scorezone gamer who triumphs over all comers to pick up the coveted accolade of the Ultimate Player wins themselves a rather spiffy Top Drive 3-in-1

Steering Wheel from Logic 3! This cool piece of kit is compatible

with your N64 (obviously) but also works with the PlayStation and the now antique Sega Saturn so it's perfect for anyone flirting with more than one format.



Any readers not quite adept enough to make Ultimate Player can get the Top Drive wheel for £44.99 from Logic 3 on (0208) 902 2211!



The zombies have taken over, and there's only one thing to do... shoot 'em in the brain!

The Solution

To save time, we've covered the different scenarios for each character in one combined solution – while there are minor differences, most of the time you'll be doing the same series of tasks. At the points when you do have to do something specific to the character you're playing as, we've split the text into character-headed sections. Keep an eye out for any separate areas that relate to either Leon or Claire!

Scenario A

Chapter One: Raccoon City Streets

- Ignore the zombies at the start – turn around and run down the street instead, dashing down the alley and zig-zagging past the undead before ducking through the door into the gun shop.
- Chat to the shopkeeper, then grab the two Ammo Boxes from behind each counter. When the zombies attack, leg it through the back door into the alley.
- Run along the alley and around to the basketball court – shoot the zombies through the fence, then dash to the end and grab the Ammo in the truck. Shoot the zombies that appear, then run through the gate and across to the door opposite you.
- Climb the stairs and run across to the other side, grab the Ammo from the

dustbin and then climb up onto the dumpster. Blast the female zombie and drop down onto the ground again and then make a dash for the door that is at the far end.

- Run past the feasting zombies and enter the bus on the right. Collect the Ammo on the seat then blast the crawling zombie before taking out the one at the end and leaving the bus by the doors behind him.
- Watch out! Try to dodge past the massive swarm of zombies (much easier if you switch to the analogue 'first-person' control system) and enter the gate on the left. Now run to the end and take the stairs to the underpass, climbing up again to reach the front doors of the Police Station.

Chapter Two: Raccoon City Police Station

- Run up the ramp to the left and enter the second door along. Talk to the cop and collect the Blue Key Card, then return to the main entrance hall.
- Go around the desk and grab the Ammo, then use the Blue Key Card on the computer to unlock the two double doors. Collect the Ink Ribbon (using the typewriter to save if you want) and go through the double doors on the left.
- Drop the Combat Knife and Ink Ribbon in the Storage Box before picking up the note on the sofa. Run around the

wooden barrier and go through the door into the next corridor.

- Sprint down the passage and search the dead guard for Ammo, then move forward and be ready for the Licker that drops from the ceiling. Blast him quickly and then run forward and collect the Green Herb.

Leon

- In the next corridor, run around and enter the door on the right. Go through into the back room and use your Lighter on the fireplace to get the Red Jewel before going back outside.

- Watch out when you go through the door at the end! Kill the zombie on the right, then walk backwards while blasting the others. Run around the corner and get the Herbs, then enter the door and place them in the Storage Box.
- Grab the Ammo from the drawer and leave, climb the stairs and run to the



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statue area at the end. Push the two statues so that the bronze one is on the right and the silver one is on the left. Collect the Red Jewel, then leave through the door.

- Kill the two cop zombies, run down the passage and enter the door on the left – this is the STARS office. Search the room and pick up the First Aid Spray, Diary and Unicorn Medal; check the cupboard for another weapon (the Shotgun for Leon, the Grenade Launcher for Claire) before leaving again.

- Head back to the main entrance hall; watch out for the zombies trying to grab you through the windows! Place the Unicorn Medal in the fountain plaque to receive the Spade Key.

- Return to where you fought the Licker and enter the File Room on the right. Push the steps behind the shelves and climb them to collect the Crank on top of the cupboard, then go back outside.

- Go back to the door to the STARS office and run past it to the end of the corridor. Go through the door and kill all the zombies, then run right and through the door into the Library.

- Climb the stairs and follow the walkway until you fall through. Hit the switch and go through the gap, then press the switches on the two left-hand shelves, moving them right each time. Grab the item that appears (Bishop Plug for Leon, Serpent Stone for Claire) and exit through the double doors at the back.

- Kill all the zombies on the balcony and walk around to the other side, activating the emergency ladder as you go. Go through the door and store any unwanted items in the box before saving the game.

Leon

- Collect the Small Key from the sofa and go all the way back to the area before the Library. Use the Small Key on

the desk next to the Library door to open the draw – collect the Handgun Parts inside and combine them with your gun to make it extra strong! Now go back to the room beyond the balcony.

Claire

- Look over at the sofa and pick up the Lighter, then head back to the Briefing Room and go into the back room. Light the fire with your Lighter and collect the Red Jewel that appears, then return to the room beyond the balcony.

- Cross to the door opposite and then quickly turn right once you're through it, dashing for the door in the corner. Enter the passage and kill the crows, then dash past the body and the birds that smash through the windows to reach the door at the end.

- Cross the roof and go down the stairs, dodging around the zombies at the bottom to find another door around the corner. Collect the Valve Handle from inside (as well as the Bowgun if you're playing as Claire) and then return to the roof via the stairs outside.

- Use the Valve Handle on the pipe around the corner from the flaming helicopter to release the water and douse the flames. Now retrace your steps back through the crow passage to the Storage Box room.

- Grab both Red Jewels and return to the junction passage, this time going left toward the wreckage. Kill the zombies and enter the door to the right, using the Jewels on the wall panels to receive another special item (King Plug for Leon, Jaguar Stone for Claire).

- Pick up the Diamond Key from the left of the statue, then go all the way back through the Police Station until you reach the bottom of the stairs past the statue area. Equip a powerful gun and enter the door at the far end of the passage, killing all the zombies inside.

Leon

- Grab the Ammo from the weapons drawer and go through the door on the left. Enter the small office and kill the cop when he becomes a zombie, then collect the Heart Key from the desk and

leave the area through the door that is on the left.

Claire

- Use the Lockpick on the drawer at the end to get the Plastic Explosives, then enter the door on the left. Kill all the zombies and enter the small office, grabbing the Detonators from the desk. Combine this with the Explosives to make a bomb and go through into the main entrance hall.

- Head for the corridor with the wrecked helicopter in it and blow the door on the left open with the bomb. Go through into the Police Chief's office – once you've spoken to him, leave via the door to the left of where you entered.

- Follow the corridor past the stuffed tiger to the Trophy Room. Meet Sherry in the room beyond the curtains, then go back to the Police Chief's office. Grab the Heart Key from his desk and return to the main entrance hall.

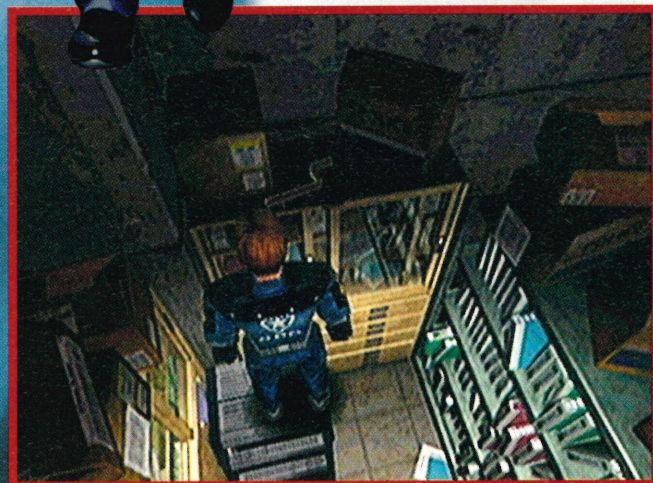
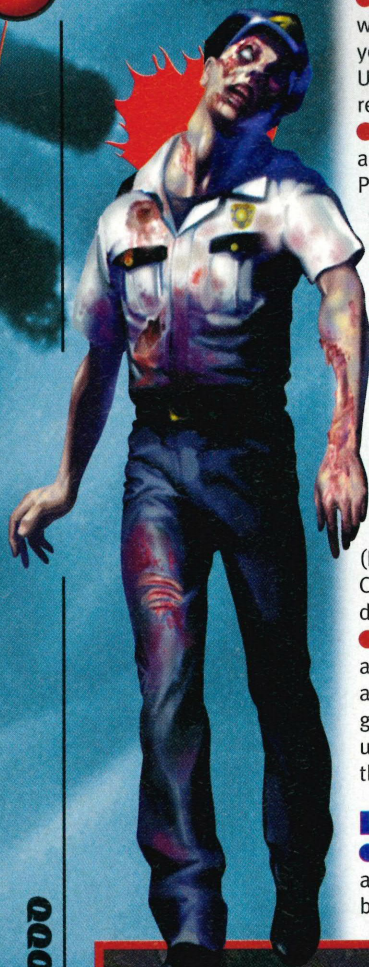
- Cross the entrance hall and equip your best weapon before going through the small door on the right of the main entrance. Blow away all of the zombies and then go through the blue doors on the right.

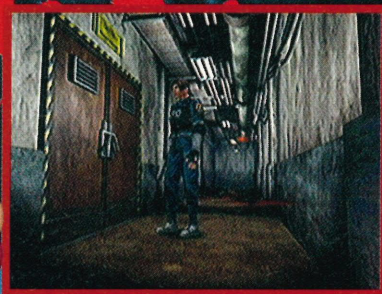
- Blast some more zombies, then enter the office and open the safe with the combination '4542'. Return to the main corridor and turn right, following the passage to the next door.

- Kill the zombies and follow the passage, entering the first grey door on the right. Pick up the Cord and the special item (Rook Plug for Leon, Eagle Stone for Claire), then kill the Licker that smashes through the mirror to get you. Leave the room and return to the office where you opened the safe.

- Go past the office into a small corridor and turn left, opening the door at the end with the Heart Key. Run down the passage and use the Cord on the flashing panel near the stairs – this lowers the shutters and stops zombies crawling through the windows later.

- Turn around and go down the steps to the basement – make sure you've got a full Ammo clip handy!





Chapter Three: The Basement

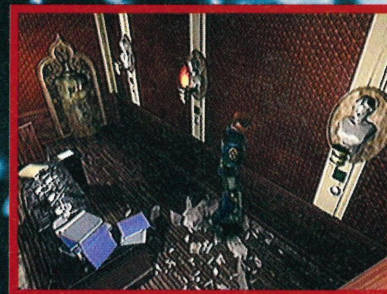
- Walk slowly down the passage to the junction and take out the two rabid dogs that attack from either side. Don't run or they'll charge at you! Turn right, go through the Brown Doors and enter the Generator Room.
- Find the control panel and activate the switches in this order: On, Off, On, On, Off. This turns on the power to the ID Card reader outside – collect the Map from the shelf on the right and then return to the main corridor.

Leon

- Turn right again and head through the door at the end of the passage. Talk to Ada when she appears and help her move the truck aside to access the Police Cells.
- Inside, go to the end of the corridor and turn left through the gate. Talk to Ben and grab the Manhole Opener before returning to the passage outside. Enter the first door on the left and run straight forward, using the Manhole Opener on the cover to exit the kennels.
- Blow the spiders away and climb the steps at the end of the watery passage. Enter the Storage Room on the left (save your game and dump any items you don't need), then leave and check out the door marked 'Septic Pool' – when you leave again, you'll meet Ada once more. Once you've spoken to her, she'll climb through a gap and you'll be in control of her.
- Run through the door and blast the waiting dogs, then cross the bridge and enter the door on the left. Drop into the pit and move the boxes so that they form a horizontal line across the back wall – now climb out again and hit the switch to flood the room. Cross the crates and grab the Club Key, then leg it back to where Leon is waiting.

Claire

- Follow the path and turn left at the junction,



going through the double doors at the end. Run through this area, killing the dogs that appear and climbing down the ladder into the manhole.

- Go into the door on the left and then leave again to meet Sherry. Once you've chatted to her, she'll run off and climb through a hole – you'll now be in control of Sherry.
- Use the lift to go up and then dodge in and out of the zombies as you dash across to the door on the right. Go inside and move the boxes as before so that when you hit the switch, you can cross over and get the Club Key. Now run back and go down on the lift again to regain control of Claire.

- Pick up the Club Key and run back to the corridor beyond the Parking Lot (watch out for the Licker!). Enter the double doors on the right near the end to find the Morgue – collect the Red Card Key and kill all the Zombies that come to life.

- Exit the Morgue and use the Red Card Key on the ID Card reader on the right. Enter the Weapons Room and collect all the Ammo as well as the Sidepack – leave the Machine Gun though, as you'll need it much later!

- Return to the top of the stairs in the Police Station near the metal shutters. Open the door near the stairs and go inside, grabbing the items from the bedside table (the Magnum for Leon, Acid Rounds for Claire). Now return to the passage located near the Interrogation Room.

- Unlock the door at the end of the passage and enter the Press Room. Kill the Licker and use your Lighter on the furnace in the corner, then light the torches in this order: 12, 13, 11. Collect the Gold Cog and then leave.

- Make your way back to the Library, stopping at a Storage Box on the way to pick up the Crank. Climb the stairs and go through the door at the top, turning right on the top balcony in order to find another door.

- Enter and use the Crank on the right to lower the steps. Climb up and place the Gold Cog in the mechanism, then press the button to open the wall.



Leon

- Grab the Knight Plug and drop down into the cells again. Talk to Ben and watch him die before heading back to the Septic Pool area. Nip into the Storage Room and grab the other three Plugs as well as some heavy weaponry, then go back outside and enter the Pool Room.

Claire

- Grab the other half of the Jaguar Stone – combine it with the first half to make the complete stone. All three stones in hand, run back to the Police Chief's office and set them in the plaque behind his desk. When the secret door opens, go through and grab the Note before going down on the lift. Talk to the Chief and when he dies, go down the ladder to the lower walkway.

Mutant Chestbuster

Whip out the heavy guns and lay into this beast – the Magnum or some Acid Rounds will lay him flat in a couple of blasts. Be sure to watch out for the little weevils that he spews in your direction as they can cause some nasty damage. Try to wipe them out with your Handgun before returning to heavy fire and killing the beast – if the weevils latch onto you, frantically press the D-Pad or stick to shake them off.

Leon

- Once you've killed the monster, run over the bridge and insert all four Chess Plugs into the panel to open the door out of here.
- Go down the steps and into the canal, entering the door on the left. Follow the water to an opening that you can climb into, then go through the door to find the Supervisor's Office.
- Save the game and move the metal cabinet to one side and you will find a door. Open it and climb down the ladder, then light the lantern with your Lighter and collect all the Ammo before returning to the office.
- Grab the Valve Handle from the Storage Box and use the lift to go down. Once Annette appears and shoots Leon, you'll be in control of Ada again.



- Chase Annette down the passage, grabbing the map from the wall on the way. Climb the ladder on the left and run through the vent, watching out for the cockroaches that attack you.
- Go down the ladder on the other side and run over to the bridge to find Annette. Ada will knock Annette over the railings – now cross the bridge and use the ladder to drop into the main sewer. At this point, you'll go back to controlling Leon.
- Take the path into the sewer and run over to the alcove near the ladder, then search the bodies to find a Wolf Medal.

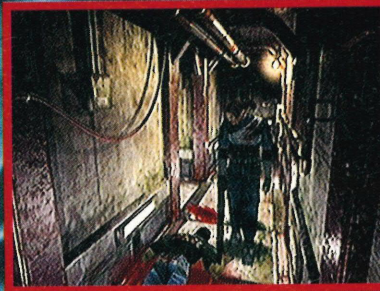
Claire

- Once the monster is dead, go back to the Police Chief's office and collect Sherry before returning to the sewer.

Head through the watery passages until Sherry gets sucked into the drain – you'll now take control of her again.

- With Sherry, head for the lower Storage Room and dodge the zombie, then duck into the ventilation shaft. Avoid all the insects and leg it to the end of the passage.

When you reach the Trash Compactor area at the end, grab the Wolf Medal in order to regain control of Claire.



- Head for the Supervisor's Office and grab the Valve Handle from the box before taking the lift down into the sewer. Follow the sewer along, killing the spiders as you go – grab the Flame Rounds from the bodies in the alcove and keep going until you eventually reach a dead end.

- When you reach the waterfall, place the Wolf Medal in the panel on the right before entering the doors opposite. Use the Valve Handle on the slot to lower the bridge, then raise it again once you've crossed to the other side.
- Go through the door and follow the passage to the chamber at the end. You'll be able to see into the Trash Compactor but before you can go inside, another monster attacks!

Mutant Alligator

Killing the giant alligator is easy as long as you use the right method. Run down the passage and examine the yellow panel to release an oxygen tank – now back off and wait until the alligator approaches. He'll swallow it whole and then all you have to do is fire one shot at the tank to blow his head clean off!

Leon

- Run back to the Trash Compactor and open the door before running over to meet either Ada. Climb the ladder and check the corpse in the Control Area to find an Eagle Medal.

Claire

- Run back to the Trash Compactor and open the door before running over to meet Sherry. Grab the Wolf Medal, then climb the ladder and check the corpse in the Control Area to find an Eagle Medal.

- Make your way back through the alligator passage and across the bridge to reach the waterfall again. Place the Eagle Medal in the panel in order to shut off the water, then go through the door behind it.

- Run down the passage until you reach the cable car station. Once there, turn on the power with the panel on the right, then enter through the door on the left.



This will take you on a short ride ending at the Laboratory.

Chapter Four: The Laboratory

- Leave the cable car and turn left, lighting the flare cannon with your Lighter. This highlights an object on the right – bend down and pick up the Key, then go through the double doors behind you.
- Follow the passage, dispatching the zombies on the way. Turn left at the junction and search the body at the end for another weapon (Shotgun Parts for Leon, the Spark Shot for Claire).
- Turn around and take the other fork, following the passage and going through the doors until you climb a ladder to reach the Control Room. Collect the Ammo and then save the game before leaving through the door.
- Search the barrels for Ammo, then run to the end of the shed and use the ladder on the left of the vehicle to reach the door. Collect the Control Panel Key that is located in the driver's cabin before returning outside.
- Use the Control Panel Key on the console to the right – this activates the power and makes the lift descend. When the cabin is attacked, go back outside onto the moving lift. You will then face another monster.

William Burkin

Thanks to his G-Virus serum, William's not the man he used to be... in fact, he wants to rip your head off! Use a heavy weapon like your enhanced Shotgun or Grenade Launcher to stop him – keep moving when he gets close to prevent him hurting you. Try not to box yourself in and then when he starts moving slower, wait until he lowers his arms to deliver the killer shot!

- Once you've dropped either Ada or Sherry off in the Security Room, collect all the Ammo and leave the room. Turn right and go through the door that is ahead of you.

- Cross the walkway and pass through the tower, taking the blue path and turning left through the door at the end.



At the end of the passage is the Cold Room – go inside and pick up the Fuse Casing from the rack in the far corner.

- Use the Fuse Casing on the glowing machine to create a Main Fuse, then return to the tower you passed through and use it on the central console to restore power to the lab.

- Take the red walkway, turn right through the door and enter the room at the end. Activate the BOW computer in the corner, then flame-grill the plant (using the Flamethrower as Leon or some Flame Rounds as Claire) and climb through the vent.

- Kill the three Lickers and collect the Ammo that is available before leaving the room. Head over to the metal shutter and open it, then quickly fry the two plants that are waiting behind it with more flaming firepower.

- Go through the door and down the ladder on the right. Enter the door and take out the two nasty Lickers, then head down the passage and through the door at the end.

- Grab the Map from the terminal and drop any unwanted items in the Storage Box before going through the door – make sure you've got the W.Box Key with you!

- Head along the passage and go left to find another door. Inside the lab, use the W.Box Key on the lockers to find a nice

bonus (Magnum Parts for Leon, Grenade Rounds for Claire).

- Continue into the lab and kill all the zombies that are waiting there, grabbing the Lab Key Card before leaving again. Run straight ahead and then enter the door that is located in the slimy tunnel at the end.

- Kill the giant moth and the weevils by the computer, then access the mainframe. Enter your User Name as NEMESIS and register your fingerprint before heading back to the tower where you placed the fuse – watch out for the Licker on the way back!

Leon

- Take the blue walkway and go through the metal shutter beyond the door, registering your fingerprint on the panel. Now go through the door on the left and kill everything inside before collecting the MO Disk.

- Return to the corridor where you fought all the Lickers and use the MO Disk on the computer to open the big door on the right. Run down the passage and arm your best weapon, ready for the final battle.

Claire

- Take the blue walkway and go through the metal shutter beyond the door, remembering to register your fingerprint on the panel. Now go through the door on the left and turn on the lights. Collect a Vaccine Cartridge and place it in the VAM machine, then turn on the machine and collect the MO Disc. When the Base Vaccine is ready, remove it from the machine and then leave the room.

- Head back to the Laboratory where you collected the Lab Key Card and place the Base Vaccine in the Vaccine Synthesis Machine. When the Final Vaccine is completed, take it and the MO Disk back to the passage where you fought all the Lickers.

- Use the MO Disk on the computer to open the big door on the right. Run down the passage and arm your best weapon, ready for the final battle.

William Burkin (again)

Call the lift at the back of the room to make Birkin appear and then run back to the door you came in through. When the fight starts, you can just blast away with your best weapon as Burkin will move too slowly to reach you. When he falls though, he'll mutate and start to jump around the place – start running and keep blasting when you can to finish him off. Now enter the lift at the back of the room and run down the passage to the platform to watch the finale of the first mission.

Scenario B

Chapter One: Raccoon City Streets

- Run past the zombies and enter the gate on the far right. Turn right and go into the office at the end, then pick up the Cabin Key from the desk and run back outside to the door opposite. Unlock it and go through.

- Grab the Ammo on the left and leave the shed by the door across from where you entered. Run around the alley and dodge the zombies, climbing the stairs up to the roof of the Police Station.

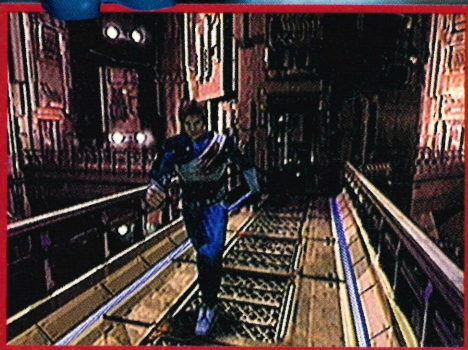
- After you've seen the helicopter crash, run around the corner and past the flaming wreckage. Go through the door on the left to enter the Police Station.

Chapter Two: Raccoon City Police Station

- Kill all the crows and search the body for Ammo, then leave through the door at the end. Run past the Lickers into the next hallway, then grab the items and store any junk in the Storage Box.

- Leave the room and run around the balcony, killing all the zombies on the other side. Collect the Unicorn Medal from the shield on the wall and then use the Emergency Ladder to reach the main entrance hall.

- Use the Unicorn Medal on the fountain to get the Spade Key, then collect the new weapon from the reception desk (Shotgun for Leon,





Grenade Launcher for Claire). Climb back up the ladder and then return to the crow passage.

- Go through the door that is directly ahead of you as you enter and use the stairs to reach the lower floor. Inside the office, collect the Valve Handle and then open the safe to obtain the map. The combination is still '4542'.

- Return to the crow passage and go back to the roof, using the Valve Handle on the faucet to douse the flames.

Grab the Ammo from the helicopter and then enter the door leading into the crow passage again.

- Once the door is blocked with rubble, dash forward to meet the Tyrant! Lay into him with some heavy firepower as he approaches and keep backing off until he goes down. Search him for Ammo and leave into the Licker corridor.

- Thankfully, the Lickers will be gone – run to the end and enter the door on the right. Grab the Blue Key Card (watch out for the Licker dropping in from above!) and then head for the main entrance hall, using the card on the computer to unlock the doors.

- Go through the double doors on the left and kill all the zombies, then store any unwanted items in the Storage Box and save the game before entering the next corridor.

Claire

- Use the Spade Key on the door halfway along and move the steps inside to reach the Lighter on the cupboard then go back outside to the main corridor.

- Continue down the corridor – kill the zombies bursting through the windows and enter the Briefing Room. Use the Lighter on the fireplace in the back to get the Red Jewel as before.

- Carry on heading through the Police Station, using the Storage Room under

the stairs to drop off any useless items. Head upstairs and move the statues about as before in order to get the second Red Jewel.

- Head for the STARS office – check the cupboard for a new weapon (Magnum for Leon, Bowgun for Claire) and the Diamond Key from inside before returning to the corridor. Kill the zombie, then go into the lounge and kill everything before running all the way back to the bottom of the stairs near the statue area.

Leon

- Slaughter the zombies inside the Weapons Room and grab the Ammo from the weapons drawer before going through the door on the left. Kill some more zombies and enter the small office, then collect the Heart Key from the desk and leave the area through the door on the left.

Claire

- Enter the Weapons Room at the end of the passage and collect the Ammo inside. Use the Lockpick on the drawer at the end to get the Plastic Explosives and then enter the door on the left.

- Kill all the zombies and enter the small office, grabbing the Detonators from the desk. Combine this with the Explosives to make a bomb and then go through into the main entrance hall.

- Cross to the small door opposite and go through, blasting all the zombies with some heavy firepower. Enter the door at the end of the passage and follow the narrow corridor to the Interrogation Room.

- Go inside and collect the special item from the shelf (Rook Plug for Leon, Eagle Stone for Claire), then leave and head back to the corridor with the wrecked helicopter in it.

Leon

- Go into the door on the right and place the two Red Jewels in the busts to get the King Plug. Leave and run through the opposite passage, passing through the Police Chief's office and entering the private Art Room that is located at the end of the corridor.

- Check the strongbox through the curtains to find the Crank. Now turn around and run back through the Police Station to the office where you collected the Valve Handle and opened the safe.

Claire

- Go into the door on the right and place the two Red Jewels in the busts to get the first half of the Jaguar Stone. Go back outside and place the bomb on the wreckage to blow it away, clearing another exit.

- Run through the opening and enter the Police Chief's office. After you've talked to him, go through the door on the left and dash past the stuffed tiger to the room at the end.

- Pass through the curtains and hit the switch to turn on the lights – you'll meet Sherry Birkin here. Return to the Police Chief's office and pick up the Heart Key and Diary before heading back to the office where you collected the Valve Handle and opened the safe.

- Use the Heart Key on the door at the back to unlock it, then go through and kill the dog before going down the steps. Make sure you've got plenty of Ammo ready for the next area...

Chapter Three: The Basement

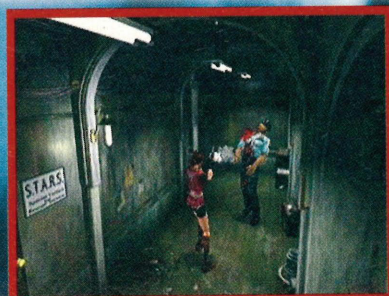
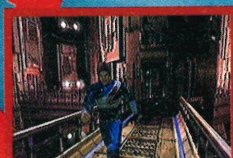
- Down the stairs, run to the junction and kill the dogs. Enter the brown double doors to the right and activate the power by setting the switches in this order: On, Off, On, On, Off.

Leon

- Leave and turn right, heading through the door at the end of the passage. Talk to Ad when she appears and help her move the truck aside to access the Police Cells.

- Inside, go to the end of the corridor and turn left through the gate. Talk to Ben and grab the Manhole Opener before returning to the passage outside. Enter the first door on the left and run straight forward, using the Manhole Opener on the cover to exit the kennels.

- Blow the spiders away and climb the steps at the end of the watery passage.





Enter the Storage Room on the left (save your game and dump any items you don't need), then leave and check out the door marked 'Septic Pool' – when you leave again, you'll meet Ada once more. Once you've spoken to her, she'll climb through a gap and you'll be in control of her.

● Run through the door and blast the waiting dogs, then cross the bridge and enter the door on the left. Drop into the pit and move the boxes so that they form a horizontal line across the back wall – now climb out again and hit the switch to flood the room. Cross the crates and grab the Club Key, then leg it back to where Leon is.

Claire

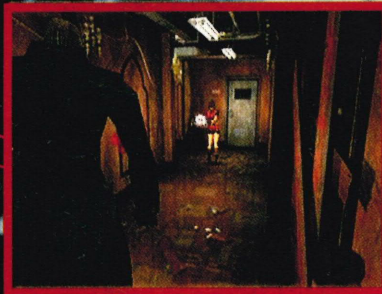
● Go back to the main corridor and turn right, running through the Parking Lot to the cell area. Kill the dogs and grab the Crank from inside the Kennels.

● Retrace your steps and run back down the main corridor, going through the double doors at the end. Run through this area, killing the dogs that appear and climbing down the ladder into the manhole.

● Go into the door on the left and then leave again to meet Sherry. Once you've chatted to her, she'll run off and climb through a hole – you'll now be in control of Sherry.

● Use the lift to go up and then dodge in and out of the zombies as you dash across to the door on the right. Go inside and move the boxes as before so that when you hit the switch, you can cross over and get the Club Key. Now run back and go down on the lift again to regain control of Claire.

● Grab the Club Key and then run all the way back to the main basement corridor. Enter the Morgue, killing the two Lickers and collecting the Red Key Card. Leave again and go to the card reader at the



end of the passage, using the Red Key Card to access the Weapons Room.

● Check the cupboard and collect the Machine Gun, then grab all the Ammo and go back upstairs to the Police Station. Go through the door at the top of the stairs and collect the Ammo then head for the Interrogation Room. Ignore it and go on until you reach the end of the corridor then use your Club Key to access the Press Room.

● Run to the end of the room and light the furnace, then hit the switches in this order: 12, 13, 11. When you move to collect the Cog that drops out, the Tyrant will burst through the wall – use the desk to keep him at bay and lay into him with the Machine Gun until he eventually goes down.

● Pick up the Cog and leave the room, running back down the corridor to the main entrance hall. Watch out when you get near the end of the passage; the Tyrant comes back for more! Dash back and let him have some more Machine Gun lead before continuing on your way. ● Climb the Emergency Ladder to reach the upper balcony, kill the Licker and then turn right and run to the room at the end to grab the Crank from the Storage Box if you haven't already got it. Return to the balcony and cross to the other side, passing through the double doors into the Library.

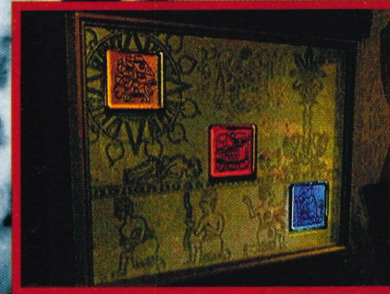
● Head for the upper level and run to the end, falling through the planks into the small area below. Move the bookshelves and then collect the special item from behind the plaque (Bishop Plug for Leon, Serpent Stone for Claire).

● Go up the steps again and through the door on the right, running left along the balcony to the door at the end. Use the Crank to lower the steps, then insert the Cog into the clock and press the switch to open a secret door in the wall.

Leon

● Grab the Knight Plug, then jump down the ventilation shaft and head back to the cells. Check on Ben (who's now dying) and then go to the Kennels and climb into the manhole.

● Head back to the Septic Pool area. Nip into the Storage Room beforehand and



grab the other three Plugs as well as some heavy weaponry, then go back outside and enter the Pool Room.

Claire

● Once you've collected the other half of the Jaguar Stone, head back towards the Library. Watch out when you reach the end of the balcony – the Tyrant doesn't want to give up! Quickly blast him with the Machine Gun again and then make your way back to the Police Chief's office.

● Place the three stones in the panel behind the Police Chief's desk. When the secret door opens, go through and grab the note before going down on the lift. Talk to the Chief in the Taxidermy Room and when he dies, go down the ladder to the lower walkway.

William Birkin

This is an earlier version of William Birkin – he's not as mutated as he was when you met him before. His main method of attack is to swing the metal pipe in your direction, so stay back and lay into him with some Acid Rounds or Magnum blasts. After four or five shots, he'll start going crazy; hit him once more and he'll fall off the walkway into the sewer below.

Leon

● Once you've killed the monster, run over the bridge and insert all four Chess Plugs into the panel to open the door out of here.

● Go down the steps and into the canal, entering the door on the left. Follow the water to an opening that you can climb into, then go through the door to find the Supervisor's Office.

● Save the game and move the metal cabinet to one side to find a door. Open it and climb down the ladder, then light the lantern with your Lighter and collect all the Ammo available before returning to the office.

● Grab the Valve Handle from the Storage Box and use the lift to go down. Once Annette appears and shoots Leon, you'll be in control of Ada again.

● Chase Annette down the passage, grabbing the map from the wall on the





way. Climb the ladder on the left and run through the vent, watching out for the cockroaches that attack you.

- Down the ladder on the other side, run over to the bridge to find Annette. Ada will knock Annette over the railings – now cross the bridge and use the ladder to drop into the main sewer. At this point, you'll go back to controlling Leon.
- Take the path into the sewer and run over to the alcove near the ladder – search the bodies to find a Wolf Medal. Turn

around and head down the sewer, killing the spiders as you go.

Claire

- Once Birkin has disappeared, go back up to the Police Chief's office and collect Sherry. Now return to the walkway and hit the button on the right in order to lower the ladder which will take you into the sewer – don't run too fast or you'll leave Sherry behind!
- After Sherry has been sucked into the drain, follow the passages until you reach the Supervisor's Office. Use the lift to go down and meet Leon in the corridor below, then head through the door on the left and make your way into the sewer.
- Turn left and search the bodies in the alcove to find a Wolf Medal. Now continue through the sewer, going through the gate to the far end. Watch out for those spiders!

- When you reach the waterfall, place the Wolf Medal in the panel on the right before entering the doors opposite. Use

the Valve Handle on the slot to lower the bridge, then raise it again once you've crossed to the other side.

- Go through the door and follow the passage where you fought the alligator to the chamber at the end. Cross the Trash Compactor and climb the ladder, checking the corpse in the Control Area to find an Eagle Medal.
- Make your way back through the alligator passage and across the bridge to reach the waterfall again. Place the Eagle Medal in the panel in order to shut off the water, then go through the door behind it.
- Run down the passage until you reach the cable car station – call the car back with the panel on the right, then enter through the door on the left. This will take you on a brief ride to the laboratory.

Chapter Four: The Laboratory

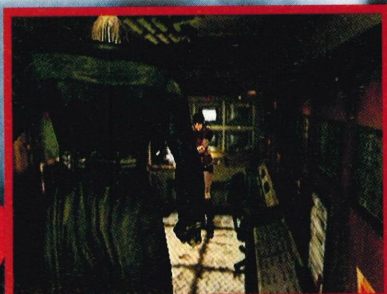
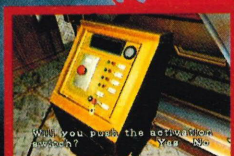
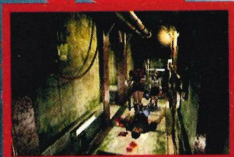
- Leave the cable car and turn left, lighting the flare cannon with your Lighter. This highlights an object on the right – bend down and pick up the Key, then go through the double doors behind you.
- Follow the passage, dispatching the zombies on the way. Turn left at the junction and search the body at the end for another weapon (Shotgun Parts for Leon, the Spark Shot for Claire).
- Turn around and take the other fork, following the passage and going through the doors until you climb a ladder to reach the Control Room. Collect the Ammo and then save the game before leaving through the door.
- Run to the end of the shed and use the small lift to go down to the walkway below. Head right and go through the door, following the narrow passage to the console at the end.
- Collect the Control Panel Key and then turn on the monitor. Argh! It's the Tyrant! Whip out your Machine Gun and blast him until he goes down, then search him for Ammo before heading back to the Control Room.
- Use the Control Panel Key on the console to bring the lift back up, then go back outside and run to the left of the carriage. Press the button on the panel

to start the lift moving back down again – when something lands on the roof, leave the carriage to investigate.

William Birkin

This time around, the fight with William's going to be a bit tougher. Use a heavy weapon like your enhanced Shotgun or Grenade Launcher to stop him – keep moving when he gets close to prevent him hurting you. Watch out for when he raises his arms because if you're within striking distance, he'll try to claw you to death! Try not to box yourself in and then when he starts moving slower, wait until he lowers his arms to deliver the killer shot!

- Sadly, the power in the lift won't hold out for the whole journey – you'll have to get out halfway down and crawl through the vent around the back. Turn left when you land in the passage and go through the door.
- Go down on the first lift and then run right to find a second, smaller lift. Kill the three nasty Lickers and hit the switch to activate the Main Elevator – now run back to the corridor that you dropped into from the vent and use the lift to go down to the lower level.
- Kill the skinless zombies and turn right, going through the door ahead. Dash over the tower then head down the blue walkway and exit through the door ahead.
- Turn left and enter the Cold Room, then pick up the Fuse Casing on the shelf and use it on the glowing machine to create the Main Fuse. Go back to the tower and place the Fuse in the central console to activate the power to the lab.
- Head down the red walkway and turn right through the door, entering the room at the end. Kill the zombies and collect the Lab Key Card, then leave the room and open the shutter on the left.
- Kill the plants and go through the door, climbing down the ladder on the other side and entering the next corridor. Kill some more vicious Lickers and continue along the passage to the Monitor Room.
- Grab the map from the console and save the game, then go through into the





next passage and kill all the zombies. Enter Birkin's Lab on the left and blast everything inside before grabbing the Power Room Key from the table at the end.

- Go back to the passage outside and head for the room at the end – kill the giant moth inside and clear the desk of weevils before activating the computer. Enter your name as 'NEMESIS' and register your fingerprint before heading back to the Main Fuse tower.
- Head along the blue walkway and open the shutter through the door, using your fingerprint to access the Culture Experiment Room. Kill all the Lickers and grab the Machine Gun Ammo, then go back to the Main Elevator and use it to return to the upper level.
- Run along the corridor and go through the door at the end. Push the box onto the lift and go down, then move the box again so that you push it down the narrow walkway to the back of the room.
- Climb up on the box to reach the walkway above, then run over and unlock the door to the Power Room. Go inside and run onto the platform to meet the Tyrant – thankfully, you don't have to fight him... yet!

Leon

- Once you've got away from the Tyrant, pick up the Master Key from the floor and head back to the Security Room near the Main Elevator on the lower level. Collect Sherry and then use the Master Key in the Main Elevator to activate the Emergency Escape Route.

Claire

- Once you've saved Sherry from the Tyrant, run all the way back and use the Main Elevator to reach the Main Fuse tower. When Annette dies, pick up the Master Key from her hand and lead Sherry back to the Main Elevator – use the Master Key here to unlock the Emergency Escape Route.

- When you eventually make it onto the train, run through the door on the right and head for the rear carriage. Collect the Platform Key and run back, exiting



the train and going through the gate on the left.

- Climb the stairs on the right and run over to the opposite platform. Dash across from the stairs to the High Capacity Plug Storage and collect both plugs before running down the platform behind you.
- Go through the door at the end and use the High Capacity Plugs on the generator – this powers up the train enough for you to escape. Of course, things are never that easy... better get a big gun ready!

Tyrant

You've shot him, blown him up and set him on fire with a vat of molten metal... now he's really mad at you! The Tyrant is one persistent geezer – it's now time to finish him once and for all! Keep blasting him with the Machine Gun whenever you can; this won't be very often though, as you'll spend most of your time running away from him! Make sure that you avoid his massive claw swipes and move as soon as he gets ready to dash; if he catches you more than twice, you're going to be finished! Once you've damaged him enough or survived for what seems like an eternity, a mysterious figure will toss down a Rocket Launcher to help you out – dash over and pick it up (don't forget to equip it!) then let rip at The Tyrant. You've only got two rockets though so you can't afford to miss at this point; when you land a successful strike, the Tyrant will be finished for good.

- Run all the way back along the platform and back to the train, killing zombies as you go. Before getting back inside the train, dash past it and hit the switch on the panel to open the gates – now go through into the train carriage and head for the driver's compartment.
- When you try to start the train, you'll find you won't be



able to... that's because there's something else on the train with you! Run through the carriages to where you collected the Platform Key and you'll find out what it is – William Birkin (or what's left of him) is back!

William Birkin (for the last time... honest)

Considering this is the last fight, it's pretty easy – that is, as long as you've still got some reasonable weaponry on you that you can use. Whip out every weapon that you've got and lay into him with all your remaining ammunition – he's so big, you can hardly miss! After you've blasted him with everything under the sun, he'll be reduced to a big sloppy mess; when this happens, the train will start moving and you'll finally make your escape! ■



WWF WRESTLEMANIA 2000

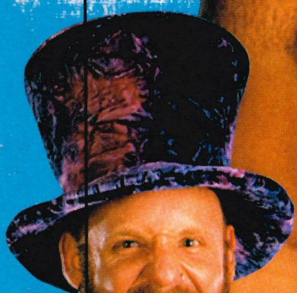
PLAYING GUIDE

WWF Wrestle

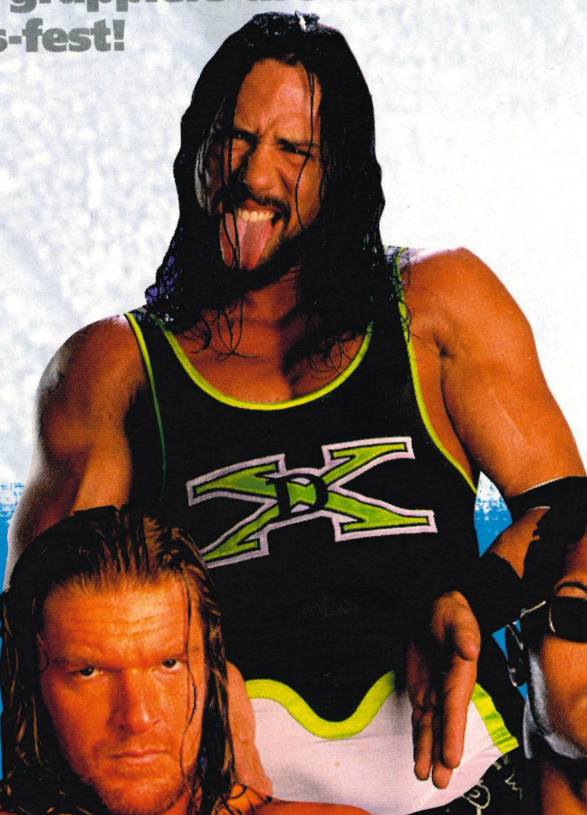
Those underpant-wearing grapplers are back for the second half of our massive moves-fest!

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Written by:
Martin Matthews



6th Issue 36 2000



mania 2000

The Most Electrifying Secrets in Sports Entertainment!

As you'd expect, there are quite a few hidden surprises lurking beneath the surface of this top wrestling title. Of course, if you want to get your hands on them you're going to have to work for it! Here's a run down of all the goodies that are in store for you...

Stephanie McMahon

Play through 'Road To Wrestlemania' as Test and after ten matches, Stephanie will begin to accompany him to the ring. When this happens, you'll be able to select Stephanie as a wrestler from the Character Select menu.

Paul Bearer

Play through 'Road To Wrestlemania' as The Undertaker and after ten matches, Paul will begin to accompany him to the ring. When this happens, you'll be able to select Paul as a wrestler from the Character Select menu.

Jim Ross & Jerry Lawler

Play through 'Road To Wrestlemania' all the way to the end and reach the big Wrestlemania event. Before it starts, Jim and Jerry will come out to offer their commentary on the night - when this happens, you can select them both as wrestlers from the Character Select menu.

Cactus Jack

Win the Hardcore Title and defend it three times during 'Road To Wrestlemania' in order to receive a challenge from the King of Hardcore, Cactus Jack. Once this has happened, you'll be able to choose him from the Character Select screen.

Dude Love

Win the 'King Of The Ring' tournament during 'Road To Wrestlemania' and you'll get a WWF Title shot at

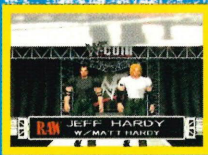
Summerslam. Win this match and Dude Love will come out to challenge you to a match - when this happens, you'll be able to choose him from the Character Select menu.

'HBK' Shawn Michaels

Win the Royal Rumble during 'Road To Wrestlemania' and you'll get a WWF Title shot at Wrestlemania. Win this match and Shawn Michaels will come out to challenge you to a match - when this happens, you'll be able to choose him from the Character Select menu.

Smoking Skull Belt

To get your hands on Steve Austin's Smoking Skull Title Belt, play through 'Road To Wrestlemania' as Steve and complete it by winning the WWF Title at Wrestlemania. You'll now be able to select the belt from the Create A Belt menu.



Jeff Hardy

Standing

Elbow Strike: B (Tap)
Chop: D-Pad + B (Tap)
Front Kick (Short): B (Tap)

Front Kick (Long): D-Pad + B (Tap)
Diving Clothesline: B (Hold)
Overhand Punch: D-Pad + B (Hold)
High Spinning Wheel Kick: A + B



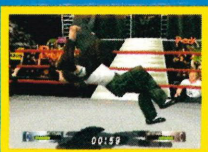
Front Grapple

Weak
Elbow Strike: A
Snapmare: A + Left/Right
Club To Neck: A + Up
Scoop Slam: A + Down
Arm Wrench/Elbow Smash: B

Swinging Neckbreaker: B + Left/Right
Snap Suplex: B + Up
Jawbreaker: B + Down
Headlock With Punch: A
Northern Lights Release Suplex: A + Left/Right
Hopping Sunset Flip Pin: A + Up
Small Package: A + Down
Tiger Leg Sweep: B
Climb Up Wheel Kick: B + Left/Right
Hurricanrana Pin: B + Up
Northern Lights Suplex Pin: B + Down
Special Whisper Kill: Analogue Stick (Tap)

Strong

Special



Rear Grapple

Weak
Back Drop: A
Forearm Smash: B
Strong
Jumping HH Pin: A
Face Crusher: B

Special Spinning Hurricanrana Pin: Analogue Stick (Tap)



Opponent On Mat

Face Up
Mounted Punches: A (Near Head)
Knee Smash: A (Near Feet)
Backflip Splash: B

Face Down Mahistrol Cradle: A (Near Head)
Knee Stomp: A (Near Feet)
Flip Splash: B
Sitting Sleeper Hold: A
Hammer Blow: B
Kneeling Camel Clutch: A
Hammer Blow: B



Opponent In Turnbuckle

Chop: B
Front Kick: D-Pad + B
Running Spinning Wheel Kick: D-Pad + C Down + B
High Flipping Dropkick: D-Pad

+ C Down + A + B
Front, Weak Shoulder Thrusts: A
to Punch: B
Front, Strong Frankensteiner: A
Tornado DDT: B
Back, Weak Forearm Smash: A/B
Back, Strong Super Back Drop: A/B



After Irish Whip On Opponent

Back Elbow: B
Weak Scissor Sweep: A (Tap)
Backtoss: A (Hold)

Strong Hurricanrana: A (Tap)
Tilt-a-Whirl Sideslam: A (Hold)
Special Whisper Kill: Analogue Stick (Tap)



Running At Opponent

Running Shoulderblock: C
Down + B
Running Back Elbow Smash: C
Down + A + B
Running Spinning Wheel Kick:

«C Down + D-Pad + B
High Flipping Dropkick: C Down + A + B + D-Pad



On Turnbuckle (High Risk Manoeuvres)

Standing Long Flipping Attack: A/B
On Mat Body Splash: A/B
450 Splash: A/B(Special)



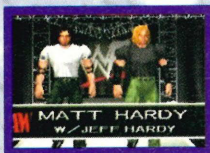
Defensive Pose

Strike (hold R as you rise from the mat)
Jumping Wheel Kick: R (hold), B
Evasive Roll: R (hold), L



PLAYING GUIDE

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Matt Hardy

Standing

Elbow Strike: B (Tap)
Chop: D-Pad + B (Tap)
Front Kick (Short): B (Tap)

Front Kick (Long): D-Pad + B (Tap)
Diving Clothesline: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Flipping Dropkick: A + B

Front Grapple

Weak

Elbow Strike: A
Snapmare: A + Left/Right
Club To Neck: A + Up
Scoop Slam: A + Down
Arm Wrench/Elbow Smash: B
Swinging Neckbreaker: B + Left/Right
Suplex: B + Up
Falling Powerslam: B + Down

Strong

Headlock With Punch: A
Northern Lights Release Suplex: A + Left/Right
Hopping Sunset Flip Pin: A + Up
Small Package: A + Down
Tiger Leg Sweep: B
Climb Up Wheel Kick: B + Left/Right
Cross Powerbomb Pin: B + Up
Northern Lights Suplex Pin: B + Down

Special

Whisper Kill: Analogue Stick (Tap)

Rear Grapple

Weak

Back Drop: A
Forearm Smash: B

Strong

Jumping HH Pin: A
Face Crusher: B

Special Spinning Huracanrana Pin: Analogue Stick (Tap)

Opponent On Mat
Face Up

Mounted Punches: A (Near Head)
Knee Smash: A (Near Feet)
Jumping Punch: B

Face
Down

Mahistrol Cradle: A (Near Head)
Knee Stomp: A (Near Feet)
Stomp: B

Sitting

Sleeper Hold: A
Hammer Blow: B

Kneeling

Camel Clutch: A
Knee Drop: B



Opponent In Turnbuckle

Chop: B
Front Kick: D-Pad + B
Running Spinning Wheel Kick:
D-Pad + C Down + B

High Flipping Dropkick: D-Pad + C Down + A + B

Front,

Shoulder Thrusts: A

Weak

10 Punch: B

Front,

Frankensteiner: A

Strong

Tornado DDT: B

Back,

Forearm Smash: A/B

Weak

Back,

Super Back Drop: A/B

Strong

After Irish Whip On Opponent

High Flipping Dropkick: B

Weak

Scissor Sweep: A (Tap)
Back Toss: A (Hold)

Strong

Huracanrana: A (Tap)
Tilt-a-Whirl Sideslam: A (Hold)

Special

Whisper Kill: Analogue Stick (Tap)

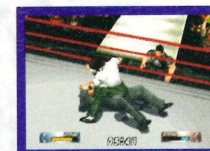


Running At Opponent

Running Shoulderblock: C
Down + B
Running Back Elbow Smash: C
Down + A + B
Running Spinning Wheel Kick:

C Down + D-Pad + B

High Flipping Dropkick: C Down + A + B + D-Pad



On Turnbuckle (High Risk Manoeuvres)

Standing

Missle Dropkick: A/B
Diving Spinning Wheel Kick:
A/B (Special)

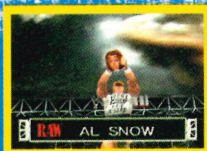
On Mat

Guillotine Leg Drop: A/B
450 Splash: A/B (Special)

Defensive Pose Strike (hold R as you rise from the mat)

Jumping Wheel Kick: R (hold), B

Evasive Roll: R (hold), L



Al Snow

Standing

Slap: B (Tap)
Chop: D-Pad + B (Tap)
Front Kick (Short): B (Tap)

Front Kick (Long): D-Pad + B (Tap)
Dropkick To Knee: B (Hold)
Uppercut: D-Pad + B (Hold)
Shuffle Sidekick: A + B



Front Grapple

Weak Double Axe Handle: A
Knee Lift: A + Left/Right
Overhand Punch: A + Up
Scoop Slam: A + Down
Headlock Takedown: B
Arm Wrench/Elbow Smash: B

+ Left/Right
Suplex: B + Up

Piledriver: B + Down

Strong

Headlock With Punch: A
Shoulder Thrusts: A + Left/Right
Back Body Flip: A + Up
Backslide Pin: A + Down
Manhattan Drop: B
Snow Trapping Headbutts: B + Left/Right
Stall Suplex: B + Up
Snap Powerbomb: B + Down

Special

Snowplow: Analogue Stick (Tap)

Rear Grapple

Weak

Back Drop: A
Atomic Drop: B

Strong

School Boy Rollup: A
Release German Suplex: B

Special German Suplex Pin: Analogue Stick (Tap)

Opponent On Mat

Face Up

Mounted Position Punching: A
(Near Head)
Knee Smash: A (Near Feet)
Stomp: B

Face
Down

Mahistrol Cradle: A
(Near Head)

Down

Single Crab: A (Near Feet)
Elbow Drop: B

Sitting

Sleeper Hold: A
Hammer Blow: B

Kneeling

Camel Clutch: A
Hammer Blow: B



Opponent In Turnbuckle

Chop: B
Front Kick: D-Pad + B
Running Clothesline: D-Pad +
C Down + B
Jumping Back Elbow Attack: D-

Pad + C Down + A + B

Front,

Shoulder Thrusts: A

Weak

Eye Rakes On Ropes: B

Front,

Superplex: A

Strong

Frankensteiner: B

Back,

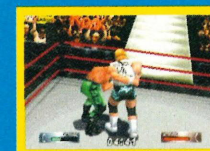
Forearm Smash: A/B

Weak

Back,

Super Back Drop: A/B

Strong



After Irish Whip On Opponent

Back Elbow: B
Weak Shoulder Back Toss: A
(Tap)
Monkey Toss: A (Hold)
Strong Tilt-a-Whirl Back

Breaker: A (Tap)

Powerslam: A (Hold)

Special Snowplow: Analogue Stick (Tap)



Running At Opponent

Running Shoulderblock: C
Down + B
Body Attack: C Down + A + B
Running Clothesline: C Down +
D-Pad + B

Running Elbow Attack: C Down + A + B + D-Pad



On Turnbuckle (High Risk Manoeuvres)

Standing

Flying Body Press: A/B
Flying Body Press: A/B
(Special)

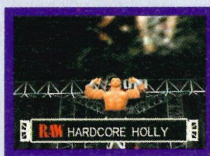
On Mat

Guillotine Leg Drop: A/B

Defensive Pose Strike (hold R as you rise from the mat)

Mini Spinning Heel Kick: R (hold), B

Evasive Roll: R (hold), L

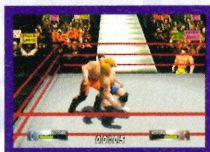


Hardcore Holly

Standing

Slap: B (Tap)
Chop: D-Pad + B (Tap)
Front Kick (Short): B (Tap)

Front Kick (Long): D-Pad + B (Tap)
Flipping Dropkick: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Dropkick to Knee: A + B



Front Grapple

Weak Overhand Grapple: A
Snapmare: A + Left/Right
Club To Neck: A + Up
Scoop Slam: A + Down
Headlock Takedown: B
Arm Wrench/Elbow Smash:

B + Left/Right
Suplex: B + Up
Piledriver: B + Down
Headlock With Punch: A
Shoulder Thrusts: A + Left/Right
Snake Eyes: A + Up
Small Package: A + Down
Manhattan Drop: B
Powerslam: B + Left/Right
Thrusting Shoulderbreaker: B + Up
Double Underhook Suplex: B + Down

Special Hollycaust : Analogue Stick (Tap)

Rear Grapple

Weak Back Drop: A
Forearm Smash: B

Strong School Boy Rollup: A
German Suplex Pin: B
Special Pump Handle Slam: Analogue Stick (Tap)



Opponent On Mat

Face Up
Mounted Position Punching: A (Near Head)
Knee Smash: A (Near Feet)
Stomp: B

Face Down Sitting Reverse Armbar: A (Near Head)
Knee Stomp: A (Near Feet)
Knee Drop: B
Sitting Sleeper Hold: A
Hammer Blow: B
Kneeling Camel Clutch: A
Hammer Blow: B



Opponent In Turnbuckle

Chop: B
Front Kick: D-Pad + B
Running Clothesline: D-Pad + C
Down + B

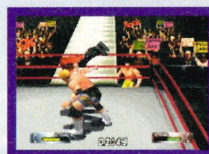
High Flipping Dropkick: D-Pad + C Down + A + B

Front, Eye Rake On Ropes: A
Weak 10 Punch: B
Front, Foot Choke: A
Strong Superplex: B
Back, Forearm Smash: A/B
Weak

Back, Super Back Drop: A/B
Strong

After Irish Whip On Opponent

High Flipping Dropkick: B
Weak Shoulder Backtoss: A (Tap)
Monkey Toss: A (Hold)
Strong Manhattan Drop: A (Tap)
Spinebuster: A (Hold)
Special Hollycaust: Analogue Stick (Tap)



Running At Opponent

Running Shoulder Block: C
Down + B
Running Back Elbow Smash: C
Down + A + B

Running Clothesline: C Down + D-Pad + B
High Flipping Dropkick: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing
Double Axe Handle: A/B
Double Axe Handle: A/B (Special)

On Mat Back Elbow Drop: A/B

Defensive Pose Strike (hold R as you rise from the mat)
Mini Spinning Heel Kick: R (hold), B
Evasive Roll: R (hold), L



Droz

Standing

Chop: B (Tap)
Elbow Strike: D-Pad + B (Tap)

Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)
Diving Clothesline: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Spinning Punch: A + B

Front Grapple

Weak Overhand Punch: A
Eye Rake: A + Left/Right
Club To Neck: A + Up
Scoop Slam: A + Down
Headlock Takedown: B
Arm Wrench/Elbow Smash: B + Left/Right
Suplex: B + Up
Piledriver: B + Down
Strong Headlock With Punch: A
Hip Toss: A + Left/Right
Back Body Flip: A + Up
Small Package: A + Down
DDT: B
Giant Headbutt: B + Left/Right
Stall Suplex: B + Up
Powerbomb Pin: B + Down

Special New Jersey Naptime: Analogue Stick (Tap)

Rear Grapple

Weak Back Drop: A
Bulldog: B
Strong School Boy Rollup: A
Abdominal Stretch: B

Special Reverse Suplex: Analogue Stick (Tap)



Opponent On Mat

Face Up
Mounted Punches: A (Near Head)
Headbutt To Groin: A (Near Feet)
High Jumping Elbow: B
High Flipping Dropkick: A (Near Head)

Face Down Sitting Reverse Armbar: A (Near Head)
Knee Stomp: A (Near Feet)
Stomp: B
Sitting Sleeper Hold: A
Hammer Blow: B
Kneeling Camel Clutch: A
Knee Drop: B

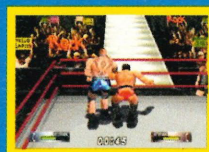


Opponent In Turnbuckle

Front Kick: B
Chop: D-Pad + B
Running Clothesline: D-Pad + C
Down + B

Running Back Elbow Smash: D-Pad + C Down + A + B

Front, Top Rope Eye Rake: A
Weak 10 Punch: B
Front, Superplex: A
Strong Knee Strikes: B
Back, Forearm Smash: A/B
Weak
Back, Super Back Drop: A/B
Strong



After Irish Whip On Opponent

Short Kick: B
Weak Shoulder Back Toss: A (Tap)
Monkey Toss: A (Hold)

Strong Powerslam: A (Tap)
Sleeper Hold: A (Hold)

Special New Jersey Naptime: Analogue Stick (Tap)



Running At Opponent

Running Shoulder Block: C
Down + B
Diving Shoulder Block: C Down + A + B
Jumping Back Elbow Attack: C

Down + D-Pad + B
Diving Spinning Lariat: C Down + A + B + D-Pad

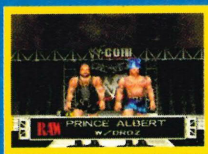
On Turnbuckle (High Risk Manoeuvres)

Standing Shoulder Block: A/B
On Mat Back Elbow Drop: A/B
Body Splash: A/B (Special)



Defensive Pose Strike (hold R as you rise from the mat)
Rising Clothesline: R (hold), B
Evasive Roll: R (hold), L

PLAYING GUIDE



Prince Albert

Standing

Chop: B (Tap)
Elbow Strike: D-Pad + B (Tap)
Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)

Samoan Throat Chop: B (Hold)
Standing Clothesline: D-Pad + B (Hold)
Jumping Front Kick: A + B

Front Grapple

Weak Overhand Punch: A
Club To Neck: A + Left/Right
Strong Headbutt: A + Up
Scoop Slam: A + Down
Headlock Takedown: B
Double Arm Suplex: B + Left/Right
Suplex: B + Up
Piledriver: B + Down
Strong Headlock With Punch: A
Russian Leg Sweep: A + Left/Right
Fireman Carry/Pancake: A + Up
Jaw Breaker: A + Down
Manhattan Drop: B
Thrusting Shoulder Breaker: B + Left/Right
Double Handed Lifting Chokehold: B + Up
Powerslam: B + Down
Special Body Press Slam: Analogue Stick (Tap)

Rear Grapple

Weak Back Drop: A
Back Rake: B
Strong Abdominal Stretch: A

Special

Sideslam: B
Release German Suplex: Analogue Stick (Tap)



Opponent On Mat

Face Up

Mounted Punches: A (Near Head)
Knee Smash: A (Near Feet)
Elbow Drop: B

Face Down

Sitting Reverse Armbar: A (Near Head)
Knee Stomp: A (Near Feet)
Stomp: B

Sitting

Sleeper Hold: A
Hammer Blow: B

Kneeling

Camel Clutch: A
Knee Drop: B



Opponent In Turnbuckle

Chop: B
Front Kick: D-Pad + B
Running Clothesline: D-Pad + C Down + B
Running Back Elbow Smash: D-

Pad + C Down + A + B

Front, Shoulder Thrusts: A
Weak 10 Punch: B
Front, Foot Choke: A
Strong Multiple Clothesline: B
Back, Forearm Smash: A/B
Weak
Back, Super Back Drop: A/B
Strong

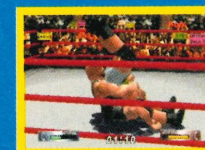


After Irish Whip On Opponent

Back Elbow: B
Weak
Back Toss: A (Tap)
Powerslam: A (Hold)
Strong

Mountain Bomb: A (Tap)
Double Handed Choke Lift: A (Hold)
Special Body Press Slam: Analogue Stick (Tap)

Special



Running At Opponent

Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
Running Clothesline: C Down

+ D-Pad + B

Kitchen Sink: C Down + A + B + D-Pad

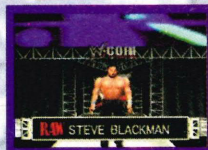


On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B
On Mat Back Elbow Drop: A/B

Defensive Pose Strike (hold R as you rise from the mat)

Low Blow: R (hold), B
Evasive Roll: R (hold), L

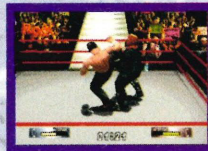


Steve Blackman

Standing

Elbow Strike: B (Tap)
Chop: D-Pad + B (Tap)
Middle Kick: B (Tap)

Spinning Crescent Kick: D-Pad + B (Tap)
Dropkick: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Axe Kick: A + B



Front Grapple

Weak Club To Neck: A
Chop: A + Left/Right
Elbow To Back Of Head: A + Up
Scoop Slam: A + Down
Arm Wrench/Elbow Smash: B
Double Arm Suplex: B +

Left/Right
Snap Suplex: B + Up
Alternating Knee Strikes: B + Down
Strong Rib Breaker: A
Belly To Back Suplex: A + Left/Right
Back Body Flip: A + Up
Northern Lights Suplex: A + Down
Manhattan Drop: B
Arm Wrench/Hook Kick: B + Left/Right
Stall Suplex: B + Up
Arm Dragon Screw: B + Down
Special Guillotine Choke: Analogue Stick (Tap)

Rear Grapple

Weak Back Drop: A
Pendulum Back Breaker: B
Strong Sideslam: A

Special

German Suplex Pin: B
Abdominal Stretch Pin: Analogue Stick (Tap)



Opponent On Mat

Face Up

Mounted Punches: A (Near Head)
Side Leg Lock: A (Near Feet)
Quick Elbow Drop: B

Face Down

Sitting Reverse Armbar: A (Near Head)
Single Leg Crab: A (Near Feet)
Falling Headbutt: B

Sitting

Sleeper Hold: A
Hammer Blow: B

Kneeling

Camel Clutch: A
Knee Drop: B



Opponent In Turnbuckle

Middle Kick: B
Chop: D-Pad + B
Running Clothesline: D-Pad + C Down + B

Jumping Karate Kick: D-Pad + C Down + A + B

Front, Shoulder Thrusts: A
Weak High Punch: B
Front, Foot Choke: A
Strong Multiple Clothesline: B
Back, Forearm Smash: A/B
Weak
Back, Super Back Drop: A/B
Strong



After Irish Whip On Opponent

Back Kick Middle: B
Weak
Scissor Sweep: A (Tap)
Monkey Toss: A (Hold)
Strong

Powerslam: A (Tap)
Belly To Belly Suplex: A (Hold)

Special Guillotine Choke: Analogue Stick (Tap)



Running At Opponent

Running Shoulder Block: C Down + B
Jumping Back Elbow Attack: C Down + A + B
Diving Shoulder Block: C Down

+ D-Pad + B

Jumping Karate Kick: C Down + A + B + D-Pad

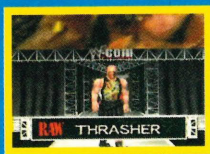
On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B
Missile Dropkick: A/B (Special)
On Mat Knee Drop: A/B



Defensive Pose Strike (hold R as you rise from the mat)

Sweep: R (hold), B
Evasive Roll: R (hold), L



Thrasher

Standing

Chop: B (Tap)
Elbow Strike: D-Pad + B (Tap)
Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad

+ B (Tap)
Flipping Dropkick: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Jumping Roundhouse Dropkick: A + B



Front Grapple

Weak
Overhand Punch: A
Club To Neck: A + Left/Right
Strong Headbutt: A + Up
Snapmare: A + Down

Arm Wrench/Elbow Smash: B
Tiger Scissors: B + Left/Right
Suplex: B + Up

Strong
Jaw Breaker: B + Down
Headlock With Punch: A
Russian Leg Sweep: A + Left/Right
Hopping Rolling Clutch Pin: A + Up
Small Package: A + Down
Manhattan Drop: B
Thrusting Shoulder Breaker: B + Left/Right
Huracanrana Pin: B + Up
Powerbomb Pin: B + Down

Special Jump Swinging DDT: Analogue Stick (Tap)

Rear Grapple

Weak Back Drop: A

Strong

Forearm Smash: B
School Boy Rollup: A
Jumping Heel Kick: B
Special Rolling Clutch Pin: Analogue Stick (Tap)



Face Down

Mahistrol Cradle: A (Near Head)
Knee Stomp: A (Near Feet)
Stomp: B

Sitting

Sleeper Hold: A
Hammer Blow: B

Kneeling

Camel Clutch: A
Hammer Blow: B



Front, Weak

Shoulder Thrusts: A

Front, Strong

10 Punch: B
Frankensteiner: A
High Kick: B

Opponent On Mat

Face Up

Mounted Punches: A (Near Head)
Knee Smash: A (Near Feet)
Jumping Leg Drop: B

Opponent In Turnbuckle

Chop: B
Front Kick: D-Pad + B
Thump: D-Pad + C Down + B
Running Back Elbow Smash: D-Pad + C Down + A + B

Back, Weak, Back, Strong

Forearm Smash: A/B
Super Back Drop: A/B

After Irish Whip On Opponent

High Flipping Dropkick: B

Weak

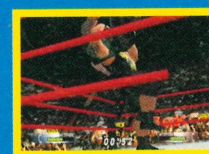
Back Toss: A (Tap)
Body Press Drop: A (Hold)

Strong

Headscissor Takedown: A (Tap)
Huracanrana: A (Hold)

Special

Jump Swinging DDT: Analogue Stick (Tap)



Running At Opponent

Running Shoulder Block: C Down + B
Diving Shoulder Block: C Down + A + B
Thump: C Down + D-Pad + B

High Flipping Dropkick: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Flying Clothesline: A/B

Thump: A/B (Special)

On Mat

Mosh Pit: A/B
Frog Splash: A/B (Special)

Defensive Pose Strike (hold R as you rise from the mat)

High Flipping Dropkick: R (hold), B
Evasive Roll: R (hold), L



Chaz

Standing

Chop: B (Tap)
Elbow Strike: D-Pad + B (Tap)
Front Kick (Short): B (Tap)

Front Kick (Long): D-Pad + B (Tap)
Flipping Dropkick: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Jumping Roundhouse Dropkick: A + B

Front Grapple

Weak

Overhand Punch: A
Club To Neck: A + Left/Right
Strong Headbutt: A + Up
Snapmare: A + Down

Arm Wrench/Elbow Smash: B
Tiger Scissors: B + Left/Right
Suplex: B + Up

Strong

Jaw Breaker: B + Down
Headlock With Punch: A
Russian Leg Sweep: A + Left/Right
Hopping Rolling Clutch Pin: A + Up
Small Package: A + Down
Manhattan Drop: B
Thrusting Shoulder Breaker: B + Left/Right
Huracanrana Pin: B + Up
Powerbomb Pin: B + Down

Special

Jump Swinging DDT: Analogue Stick (Tap)

Rear Grapple

Weak

Back Drop: A

Strong

Forearm Smash: B
School Boy Rollup: A
Jumping Heel Kick: B

Special Reverse DVD: Analogue Stick (Tap)



Face Down

Mahistrol Cradle: A (Near Head)
Knee Stomp: A (Near Feet)
Stomp: B

Sitting

Sleeper Hold: A
Hammer Blow: B

Kneeling

Camel Clutch: A
Hammer Blow: B



Front, Weak

Shoulder Thrusts: A

Front, Strong

10 Punch: B

Back, Weak

Frankensteiner: A

Back, Strong

High Kick: B

Forearm Smash: A/B

Super Back Drop: A/B

Opponent On Mat

Face Up

Mounted Punches: A (Near Head)
Knee Smash: A (Near Feet)
Jumping Leg Drop: B

Opponent In Turnbuckle

Chop: B
Front Kick: D-Pad + B
Thump: D-Pad + C Down + B
Running Back Elbow Smash: D-Pad + C Down + A + B



After Irish Whip On Opponent

High Flipping Dropkick: B

Weak

Back Toss: A (Tap)
Body Press Drop: A (Hold)

Strong

Headscissor Takedown: A (Tap)
Huracanrana: A (Hold)

Special

Jump Swinging DDT: Analogue Stick (Tap)



Running At Opponent

Running Shoulder Block: C Down + B
Diving Shoulder Block: C Down + A + B
Thump: C Down + D-Pad + B

High Flipping Dropkick: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Flying Clothesline: A/B

Thump: A/B (Special)

On Mat

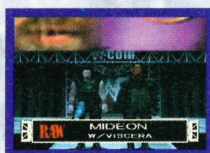
Mosh Pit: A/B
Frog Splash: A/B (Special)



Defensive Pose Strike (hold R as you rise from the mat)

High Flipping Dropkick: R (hold), B
Evasive Roll: R (hold), L

PLAYING GUIDE



Mideon

Standing

Slap: B (Tap)
Chop: D-Pad + B (Tap)
Front Kick (Short): B (Tap)

Front Kick (Long): D-Pad + B (Tap)
Standing Clothesline: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Spinning Punch: A + B



Front Grapple

Weak Eye Rake: A
Strong Headbutt: A + Left/Right
Elbow To Back Of Head: A + Up
Scoop Slam: A + Down

Arm Wrench/Elbow Smash: B
Spinning Neck Breaker: B + Left/Right
Suplex: B + Up
Jaw Breaker: B + Down
Strong Headlock With Punch: A
Back Body Flip: A + Left/Right
Snake Eyes: A + Up
Small Package: A + Down
Manhattan Drop: B
Thrusting Shoulder Breaker: B + Left/Right
Stall Suplex: B + Up
Piledriver: B + Down

Special Eye Opener: Analogue Stick (Tap)

Rear Grapple

Weak Back Drop: A
Bulldog: B

Strong School Boy Rollup: A
Abdominal Stretch: B
Special Reverse Suplex: Analogue Stick (Tap)

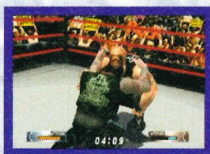


Opponent On Mat

Face Up

Choke Hold: A (Near Head)
Headbutt To Groin: A (Near Feet)
Traditional Elbow Drop: B

Face Down Sitting Reverse Armbar: A (Near Head)
Single Leg Crab: A (Near Feet)
Knee Drop: B
Sitting Sleeper Hold: A
Hammer Blow: B
Kneeling Camel Clutch: A
Hammer Blow: B



Opponent In Turnbuckle

Chop: B
Front Kick: D-Pad + B
Running Clothesline: D-Pad + C Down + B

Running Back Elbow Smash: D-Pad + C Down + A + B

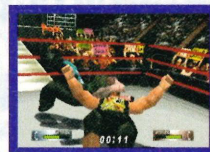
Front, Weak Shoulder Thrusts: A
10 Punch: B
Front, Strong Foot Choke: A
Knee Strikes: B
Back, Weak Forearm Smash: A/B

Back, Strong Super Back Drop: A/B

After Irish Whip On Opponent

Back Middle Kick: B

Weak Back Toss: A (Tap)
Monkey Toss: A (Hold)
Strong Sleeper Hold: A (Tap)
Abdominal Stretch: A (Hold)
Special Eye Opener: Analogue Stick (Tap)



Running At Opponent

Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
Diving Shoulder Block: C Down

+ D-Pad + B

Running Spin Wheel Kick: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

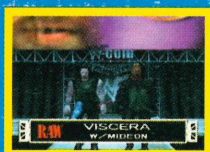
Standing Double Axe Handle: A/B

On Mat Back Elbow Drop: A/B



Defensive Pose

Strike (hold R as you rise from the mat)
Body Tackle: R (hold), B
Evasive Roll: R (hold), L



Viscera

Standing

Hook Punch: B (Tap)
Slap: D-Pad + B (Tap)
Front Kick (Short): B (Tap)

Front Kick (Long): D-Pad + B (Tap)
Standing Clothesline: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Mongolian Chop: A + B



Front Grapple

Weak Strong Headbutt: A
Headlock With Punch: A + Left/Right
Club To Neck: A + Up
Scoop Slam: A + Down
Headlock Takedown: B

Shoulder Thrusts: B + Left/Right
Drop Suplex: B + Up
Falling Powerslam: B + Down
Strong Headlock With Punch: A
Belly To Back Suplex: A + Left/Right
Snake Eyes: A + Up
Powerslam: A + Down
Giant Headbutt: B
Strong Sambo Suplex: B + Left/Right
Double Handed Lifting Chokehold: B + Up
Choke Takedown: B + Down
Special Bearhug: Analogue Stick (Tap)

Rear Grapple

Weak Sideslam: A
Forearm Smash: B
Strong Surfboard Stretch: A
Atomic Drop: B

Special Rear Side Slam: Analogue Stick (Tap)

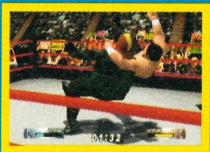


Opponent On Mat

Face Up

Choke Hold: A (Near Head)
Knee Smash: A (Near Feet)
Big Splash: B

Face Down Sitting Reverse Armbar: A (Near Head)
Knee Stomp: A (Near Feet)
Big Splash: B
Sitting Sleeper Hold: A
Hammer Blow: B
Kneeling Camel Clutch: A
Hammer Blow: B

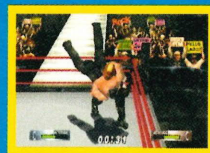


Opponent In Turnbuckle

Front Kick: B
Front Kick: D-Pad + B
Running Body Avalanche: D-Pad + C Down + B
Running Clothesline: D-Pad +

C Down + A + B

Front, Weak Shoulder Thrusts: A
Top Rope Eye Rake: B
Front, Strong Foot Choke: A
Big Thump: B
Back, Weak Forearm Smash: A/B
Back, Strong Super Back Drop: A/B



After Irish Whip On Opponent

Short Kick: B
Weak Back Toss: A (Tap)
Body Press Drop: A (Hold)

Strong Samoan Drop: A (Tap)
Double Handed Lifting Chokehold: A (Hold)
Special Bearhug: Analogue Stick (Tap)



Running At Opponent

Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
Running Body Avalanche: C

Down + D-Pad + B

Rolling Wheel Kick: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B

On Mat Body Splash: A/B (Special)



Defensive Pose

Strike (hold R as you rise from the mat)
Body Tackle: R (hold), B
Evasive Roll: R (hold), L



The Blue Meanie

Standing

Slap: B (Tap)
Elbow Strike: D-Pad + B (Tap)
Front Kick (Short): B (Tap)

Front Kick (Long): D-Pad + B (Tap)
Jumping Front Dropkick: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Spinning Punch: A + B

Front Grapple

Weak Overhand Punch: A
Snapmare: A + Left/Right
Headbutt: A + Up
Scoop Slam: A + Down
Headlock Takedown: B
Falling Neck Breaker: B + Left/Right
Suplex: B + Up
Piledriver: B + Down
Strong Headlock With Punch: A
Shoulder Thrusts: A + Left/Right
Snake Eyes: A + Up
Small Package: A + Down
Manhattan Drop: B
Giant Headbutt: B + Left/Right
Thrusting Shoulder Breaker: B + Up
Falling Powerslam: B + Down
Special Evenflow DDT: Analogue Stick (Tap)

Rear Grapple

Weak Forearm Smash: A
Multiple Headbutts: B

Strong School Boy Rollup: A
Atomic Drop: B
Special Rolling Clutch Pin: Analogue Stick (Tap)



Face Down Mahistrol Cradle: A (Near Head)
Knee Stomp: A (Near Feet)
Stomp: B
Sitting Sleeper Hold: A
Hammer Blow: B
Kneeling Camel Clutch: A
Hammer Blow: B



C Down + A + B
Front, Weak Shoulder Thrusts: A
10 Punch: B
Front, Strong Foot Choke: A
Tornado DDT: B

Opponent On Mat

Face Up Face Stretch: A (Near Head)
Knee Smash: A (Near Feet)
Elbow Drop: B

Opponent In Turnbuckle

Chop: B
Front Kick: D-Pad + B
Running Body Avalanche: D-Pad + C Down + B
Running Clothesline: D-Pad +

Back, Weak Forearm Smash: A/B
Back, Strong Super Back Drop: A/B



After Irish Whip On Opponent

Short Kick: B
Weak Back Toss: A (Tap)
Monkey Toss: A (Hold)

Strong Back Body Flip: A (Tap)
Spine Buster: A (Hold)
Special Evenflow DDT: Analogue Stick (Tap)

Running At Opponent

Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
Running Clothesline: C Down + D-Pad + B
Kitchen Sink: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B
Front Dropkick: A/B (Special)
On Mat Back Elbow Drop: A/B
Meaniesault: A/B (Special)

Defensive Pose Strike (hold R as you rise from the mat)

Low Blow: R (hold), B
Evasive Roll: R (hold), L



Meat

Standing

Chop: B (Tap)
Elbow Strike: D-Pad + B (Tap)
Front Kick (Short): B (Tap)

Front Kick (Long): D-Pad + B (Tap)
Dropkick To Knee: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Diving Clothesline: A + B

Front Grapple

Weak Overhand Punch: A
Club To Neck: A + Left/Right
Strong Headbutt: A + Up
Scoop Slam: A + Down
Arm Wrench/Elbow Smash: B
Tiger Scissors: B + Left/Right
Suplex: B + Up
Jaw Breaker: B + Down
Headlock With Punch: A
Russian Leg Sweep: A + Left/Right
Hopping Rolling Clutch Pin: A + Up
Small Package: A + Down
Manhattan Drop: B
Thrusting Shoulder Breaker: B + Left/Right
Huracanrana Pin: B + Up
Powerbomb Pin: B + Down
Special Jump Swinging DDT: Analogue Stick (Tap)

Rear Grapple

Weak Back Drop: A
Forearm Smash: B
Strong School Boy Rollup: A
Sleeper Hold: B

Special Meat Grinder: Analogue Stick (Tap)



Face Down Mahistrol Cradle: A (Near Head)
Knee Stomp: A (Near Feet)
Elbow Drop: B
Sitting Sleeper Hold: A
Hammer Blow: B
Kneeling Camel Clutch: A
Hammer Blow: B



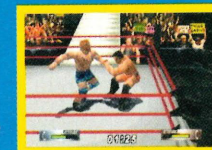
Pad + C Down + A + B
Front, Weak Shoulder Thrusts: A
10 Punch: B
Front, Strong Frankensteiner: A
High Kick: B
Forearm Smash: A/B
Back, Weak Super Back Drop: A/B
Back, Strong

Opponent On Mat

Face Up Mounted Punches: A (Near Head)
Knee Smash: A (Near Feet)
Jumping Leg Drop: B

Opponent In Turnbuckle

Chop: B
Front Kick: D-Pad + B
Thump: D-Pad + C Down + B
Running Back Elbow Smash: D-



Strong Powerslam: A (Tap)
Huracanrana: A (Hold)
Special Jump Swinging DDT: Analogue Stick (Tap)



After Irish Whip On Opponent

High Flipping Dropkick: B
Weak Back Toss: A (Tap)
Body Press Drop: A (Hold)

Running At Opponent

Running Shoulder Block: C Down + B
Diving Shoulder Block: C Down + A + B

Yakuza Kick: C Down + D-Pad + B
Jumping Back Elbow Attack: C Down + A + B + D-Pad

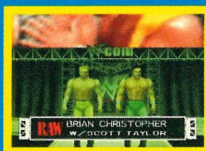
On Turnbuckle (High Risk Manoeuvres)

Standing Flying Body Press: A/B
On Mat Guillotine Leg Drop: A/B
Frog Splash: A/B (Special)



Defensive Pose Strike (hold R as you rise from the mat)
High Flipping Dropkick: R (hold), B
Evasive Roll: R (hold), L

PLAYING GUIDE



'Too Sexy' Brian Christopher

Standing

Elbow Strike: B (Tap)
Chop: D-Pad + B (Tap)
Front Kick (Short): B (Tap)

Front Kick (Long): D-Pad + B (Tap)
Diving Clothesline: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Dropkick To Knee: A + B

**Front Grapple****Weak**

Club To Neck: A
Snapmare: A + Left/Right
Elbow To Back Of Head: A + Up
Scoop Slam: A + Down

Arm Wrench/Elbow Smash: B
Falling Neck Breaker: B + Left/Right
Suplex: B + Up
Piledriver: B + Down
Headlock With Punch: A
Shoulder Thrusts: A + Left/Right
Snake Eyes: A + Up
Small Package: A + Down
Manhattan Drop: B
Climb Up Wheel Kick: B + Left/Right
Brain Buster: B + Up
Snap Powerbomb: B + Down
Special Fisherman DDT: Analogue Stick (Tap)

Rear Grapple

Weak Back Drop: A
Back Rake: B

Strong

School Boy Rollup: A
Jumping Heel Kick: B

Special

German Suplex Pin: Analogue Stick (Tap)

**Opponent On Mat****Face Up**

Mounted Punches: A (Near Head)
Knee Smash: A (Near Feet)
Traditional Elbow Drop: B

Face

Mahistrol Cradle: A (Near Head)

Down

Knee Stomp: A (Near Feet)
Stomp: B

Sitting

Sleeper Hold: A
Hammer Blow: B

Kneeling

Camel Clutch: A
Hammer Blow: B

**Opponent In Turnbuckle**

Chop: B
Front Kick: D-Pad + B
Running Clothesline: D-Pad + C Down + B
High Flipping Dropkick: D-Pad

+ C Down + A + B

Front,

Shoulder Thrusts: A

Weak

10 Punch: B

Front,

Superplex: A

Strong

High Kick: B

Back,

Forearm Smash: A/B

Weak**Back,**

Super Back Drop: A/B

Strong**After Irish Whip On Opponent**

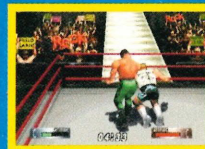
High Flipping Dropkick: B
Weak Shoulder Back Toss: A (Tap)
Monkey Toss: A (Hold)

Strong

Scissor Sweep: A (Tap)
Headscissor Takedown: A (Hold)

Special

Fisherman DDT: Analogue Stick (Tap)

**Running At Opponent**

Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
High Flipping Dropkick: C

Down + D-Pad + B

Running Clothesline: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

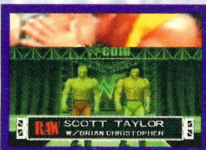
Standing Missile Dropkick: A/B

On Mat Big Splash: A/B

Defensive Pose Strike (hold R as you rise from the mat)

High Flipping Dropkick: R (hold), B

Evasive Roll: R (hold), L



Scott 'Too Hot' Taylor

Standing

Elbow Strike: B (Tap)
Chop: D-Pad + B (Tap)
Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad + B (Tap)

Diving Clothesline: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Spinning Sidekick: A + B

Front Grapple**Weak**

Slap: A
Snapmare: A + Left/Right
Elbow To Back Of Head: A + Up
Scoop Slam: A + Down
Arm Wrench/Elbow Smash: B
Falling Neck Breaker: B + Left/Right
Suplex: B + Up
Piledriver: B + Down

Strong

Headlock With Punch: A
Double Arm Belly To Belly Suplex: A + Left/Right
Snake Eyes: A + Up
Backslide Pin: A + Down
DDT: B
Climb Up Wheel Kick: B + Left/Right
Manhattan Drop: B + Up
Japanese Powerbomb Pin: B + Down

Special

Double Arm Suplex Pin: Analogue Stick (Tap)

Rear Grapple

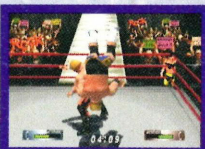
Weak Back Drop: A
Back Rake: B

Strong

School Boy Rollup: A
Pump Handle Suplex: B

Special

Reverse Suplex: Analogue Stick (Tap)

**Opponent On Mat****Face Up**

Mounted Punches: A (Near Head)
Headbutt To Groin: A (Near Feet)

Face

Traditional Elbow Drop: B
Mahistrol Cradle: A (Near Head)

Down

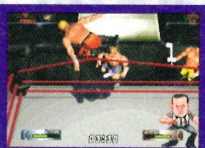
Knee Stomp: A (Near Feet)
Stomp: B

Sitting

Sleeper Hold: A
Hammer Blow: B

Kneeling

Camel Clutch: A
Hammer Blow: B

**Opponent In Turnbuckle**

Chop: B
Front Kick: D-Pad + B
Running Clothesline: D-Pad + C Down + B

High Flipping Dropkick: D-Pad + C Down + A + B

Front,

Shoulder Thrusts: A

Weak

10 Punch: B

Front,

Superplex: A

Strong

High Kick: B

Back,

Forearm Smash: A/B

Back,

Super Back Drop: A/B

Strong**After Irish Whip On Opponent**

High Flipping Dropkick: B

Weak

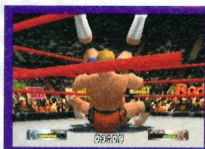
Shoulder Back Toss: A (Tap)
Monkey Toss: A (Hold)

Strong

Scissor Sweep: A (Tap)
Headscissor Takedown: A (Hold)

Special

Double Arm Powerbomb Pin: Analogue Stick (Tap)

**Running At Opponent**

Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
High Flipping Dropkick: C

Down + D-Pad + B

Running Clothesline: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B

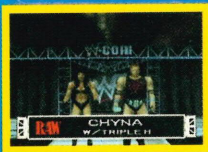
Missile Dropkick: A/B (Special)

On Mat Tennessee Jam: A/B

**Defensive Pose Strike** (hold R as you rise from the mat)

High Flipping Dropkick: R (hold), B

Evasive Roll: R (hold), L



Chyna

Standing

Woman's Slap: B (Tap)
Elbow Strike: D-Pad + B (Tap)
Front Kick (Short): B (Tap)

Front Kick (Long): D-Pad + B (Tap)
Spinning Elbow: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Chyna Low Blow: A + B

Front Grapple

Weak Elbow Strike: A
Elbow Strike: A + Left/Right
Elbow Strike: A + Up
Elbow Strike: A + Down
Headlock With Punch: B
Headlock With Punch: B + Left/Right
Headlock With Punch: B + Up
Headlock With Punch: B + Down
Strong Powerslam: A
Powerslam: A + Left/Right
Powerslam: A + Up
Powerslam: A + Down
DDT: B
DDT: B + Left/Right
DDT: B + Up
DDT: B + Down

Special The Pedigree: Analogue Stick (Tap)

Rear Grapple

Weak Forearm Smash: A
Forearm Smash: B
Strong Sleeper Hold: A
Sleeper Hold: B

Special Reverse DDT: Analogue Stick (Tap)



Opponent On Mat

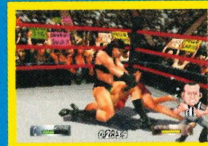
Face Up

Mounted Punches: A (Near Head)
Headbutt To Groin: A (Near Feet)
Elbow Drop: B

Face Sitting Reverse Armbar: A (Near Head)
Down Knee Stomp: A (Near Feet)
Stomp: B

Sitting Sleeper Hold: A
Hammer Blow: B

Kneeling Camel Clutch: A
Knee Drop: B



Opponent In Turnbuckle

Chop: B
Front Kick: D-Pad + B
Running Clothesline: D-Pad + C Down + B

Tumbling Body Press: D-Pad + C Down + A + B

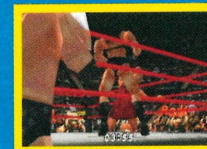
Front, Top Rope Eye Rake: A
Weak Top Rope Eye Rake: B
Front, Superplex: A
Strong Superplex: B
Special Frankensteiner: Analogue Stick (Tap)
Back, Forearm Smash: A/B
Weak Super Back Drop: A/B
Back, Super Back Drop: A/B
Strong Super Back Drop: A/B



After Irish Whip On Opponent

Short Kick: B
Weak Scissor Sweep: A (Tap)
Scissor Sweep: A (Hold)

Strong Shoulder Back Toss: A (Tap)
Shoulder Back Toss: A (Hold)
Special The Pedigree: Analogue Stick (Tap)



Running At Opponent

Running Shoulder Block: C Down + B
Running Shoulder Block: C Down + A + B
Running Clothesline: C Down

+ D-Pad + B
Running Clothesline: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B
Missile Dropkick: A/B (Special)
On Mat Back Elbow Drop: A/B



Defensive Pose

Strike (hold R as you rise from the mat)
Low Blow: R (hold), B
Evasive Roll: R (hold), L

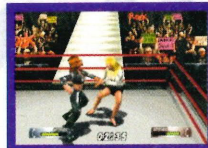


Debra

Standing

Woman's Slap: B (Tap)
Woman's Slap: D-Pad + B (Tap)
Low Kick: B (Tap)
Low Kick: D-Pad + B (Tap)

PMS Left Slap: B (Hold)
PMS Right Slap: D-Pad + B (Hold)
Overhand Punch: A + B



Front Grapple

Weak Club To Neck: A
Club To Neck: A + Left/Right
Club To Neck: A + Up
Club To Neck: A + Down
Piledriver: B

Piledriver: B + Left/Right
Piledriver: B + Up
Piledriver: B + Down

Strong Headlock With Punch: A
Headlock With Punch: A + Left/Right
Headlock With Punch: A + Up
Headlock With Punch: A + Down
Suplex: B
Suplex: B + Left/Right
Suplex: B + Up
Suplex: B + Down



Special Jarrett Face Buster: Analogue Stick (Tap)

Rear Grapple

Weak Forearm Smash: A

Forearm Smash: B
Strong Sleeper Hold: A
Sleeper Hold: B
Special Back Rake: Analogue Stick (Tap)



Opponent On Mat

Face Up Mounted Punches: A (Near Head)
Figure Four Leglock: A (Near Feet)
Stomp: B

Face Rear Naked Choke: A (Near Head)
Down Knee Stomp: A (Near Feet)
Stomp: B

Sitting Sleeper Hold: A
Hammer Blow: B

Kneeling Camel Clutch: A
Hammer Blow: B



Opponent In Turnbuckle

Front Kick: B
Front Kick: D-Pad + B
Woman's Running Push Attack: D-Pad + C Down + B
Woman's Running Push Attack:

D-Pad + C Down + A + B

Front, Top Rope Eye Rake: A
Weak Top Rope Eye Rake: B
Front, Superplex: A
Strong Superplex: B

Back, Forearm Smash: A/B
Weak Super Back Drop: A/B
Back, Super Back Drop: A/B
Strong Super Back Drop: A/B



After Irish Whip On Opponent

Short Kick: B
Weak Scissor Sweep: A (Tap)
Scissor Sweep: A (Hold)

Strong Shoulder Back Toss: A (Tap)
Shoulder Back Toss: A (Hold)



Running At Opponent

Woman's Running Push Attack: C Down + B
Woman's Running Push Attack: C Down + A + B
Woman's Running Push Attack:

C Down + D-Pad + B
Woman's Running Push Attack: C Down + A + B + D-Pad



Defensive Pose

Strike (hold R as you rise from the mat)
Low Blow: R (hold), B
Evasive Roll: R (hold), L

PLAYING GUIDE

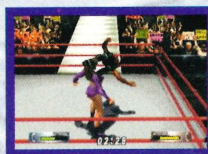


Jacqueline

Standing

Woman's Slap: B (Tap)
Elbow Strike: D-Pad + B (Tap)
Front Kick (Short): B (Tap)

Front Kick (Long): D-Pad + B (Tap)
PMS Left Slap: B (Hold)
PMS Right Slap: D-Pad + B (Hold)
Flipping Dropkick: A + B



Front Grapple

Weak

Elbow Strike: A
Elbow Strike: A + Left/Right
Elbow Strike: A + Up
Elbow Strike: A + Down
Piledriver: B

Piledriver: B + Left/Right
Piledriver: B + Up
Piledriver: B + Down

Strong

Headlock With Punch: A
Headlock With Punch: A + Left/Right
Headlock With Punch: A + Up
Headlock With Punch: A + Down
Suplex: B
Suplex: B + Left/Right
Suplex: B + Up
Suplex: B + Down

Special

TKO: Analogue Stick (Tap)

Rear Grapple

Weak

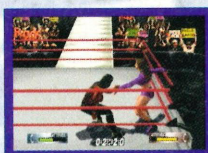
Forearm Smash: A
Forearm Smash: B

Strong

Sleeper Hold: A
Sleeper Hold: B

Special

Back Rake: Analogue Stick (Tap)



Face Down

Rear Naked Choke: A (Near Head)
Knee Stomp: A (Near Feet)

Sitting

Sleeper Hold: A
Hammer Blow: B

Kneeling

Camel Clutch: A
Hammer Blow: B



+ C Down + A + B

Front,

Top Rope Eye Rake: A

Weak

Top Rope Eye Rake: B

Front,

Superplex: A

Strong

Superplex: B

Opponent On Mat

Face Up

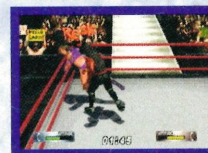
Mounted Punches: A (Near Head)
Figure Four Leglock: A (Near Feet)
Stomp: B

Opponent In Turnbuckle

Front Kick: B
Front Kick: D-Pad + B
Woman's Running Push Attack:
D-Pad + C Down + B
Running Elbow Smash: D-Pad

Back, Weak, Back, Strong

Forearm Smash: A/B
Super Back Drop: A/B



Shoulder Back Toss: A (Hold)



After Irish Whip On Opponent

Short Kick: B
Weak Scissor Sweep: A (Tap)
Scissor Sweep: A (Hold)
Strong Shoulder Back Toss: A (Tap)

Running At Opponent

Woman's Running Push Attack:
C Down + B
Woman's Running Push Attack:
C Down + A + B

Body Attack: C Down + D-Pad + B
Body Attack: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Flying Body Press: A/B

Missile Dropkick: A/B (Special)

On Mat

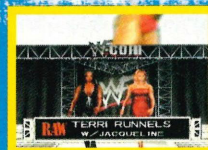
Double Stomp: A/B

Body Splash: A/B (Special)

Defensive Pose Strike (hold R as you rise)

Low Blow: R (hold), B

Evasive Roll: R (hold), L

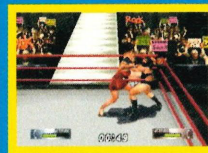


Terri Runnels

Standing

Woman's Slap: B (Tap)
Woman's Slap: D-Pad + B (Tap)

Low Kick: B (Tap)
Low Kick: D-Pad + B (Tap)
PMS Left Slap: B (Hold)
PMS Right Slap: D-Pad + B (Hold)
Overhand Punch: A + B



Front Grapple

Weak

Club To Neck: A
Club To Neck: A + Left/Right
Club To Neck: A + Up
Club To Neck: A + Down
Piledriver: B

Piledriver: B + Left/Right
Piledriver: B + Up
Piledriver: B + Down

Strong

Headlock With Punch: A
Headlock With Punch: A + Left/Right
Headlock With Punch: A + Up
Headlock With Punch: A + Down
Suplex: B
Suplex: B + Left/Right
Suplex: B + Up
Suplex: B + Down

Special

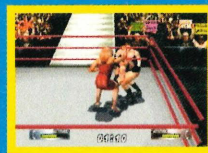
Pulling Piledriver: Analogue Stick (Tap)

Rear Grapple

Weak Forearm Smash: A

Strong

Forearm Smash: B
Sleeper Hold: A
Sleeper Hold: B
Back Rake: Analogue Stick (Tap)



Face Down

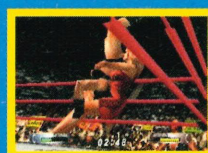
Rear Naked Choke: A (Near Head)
Knee Stomp: A (Near Feet)
Stomp: B

Sitting

Sleeper Hold: A
Hammer Blow: B

Kneeling

Camel Clutch: A
Hammer Blow: B



D-Pad + C Down + A + B

Front,

Top Rope Eye Rake: A

Weak

Top Rope Eye Rake: B

Front,

Superplex: A

Strong

Superplex: B

Opponent On Mat

Face Up

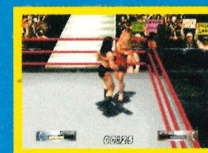
Mounted Punches: A (Near Head)
Figure Four Leglock: A (Near Feet)
Stomp: B

Opponent In Turnbuckle

Front Kick: B
Front Kick: D-Pad + B
Woman's Running Push Attack:
D-Pad + C Down + B
Woman's Running Push Attack:

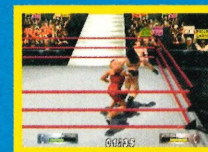
Back, Weak, Back, Strong

Forearm Smash: A/B
Super Back Drop: A/B



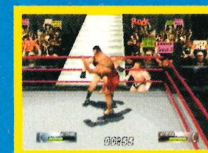
Strong

Shoulder Back Toss: A (Tap)
Shoulder Back Toss: A (Hold)



C Down + D-Pad + B

Woman's Running Push Attack: C Down + A + B + D-Pad



After Irish Whip On Opponent

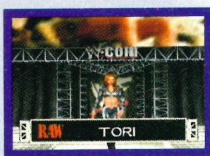
Short Kick: B
Weak Scissor Sweep: A (Tap)
Scissor Sweep: A (Hold)

Running At Opponent

Woman's Running Push Attack:
C Down + B
Woman's Running Push Attack:
C Down + A + B
Woman's Running Push Attack:

Defensive Pose Strike (hold R as you rise from the mat)

Low Blow: R (hold), B
Evasive Roll: R (hold), L



Tori

Standing

Woman's Slap: B (Tap)
Chop: D-Pad + B (Tap)
Front Kick: B (Tap)

Middle Kick: D-Pad + B (Tap)
PMS Left Slap: B (Hold)
PMS Right Slap: D-Pad + B (Hold)
Overhand Punch: A + B

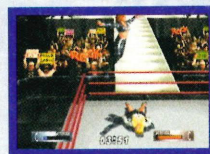
Front Grapple

Weak Elbow Strike: A
Elbow Strike: A + Left/Right
Elbow Strike: A + Up
Elbow Strike: A + Down
Snap Suplex: B
Snap Suplex: B + Left/Right
Snap Suplex: B + Up
Snap Suplex: B + Down
Strong Backslide Pin: A
Backslide Pin: A + Left/Right
Backslide Pin: A + Up
Backslide Pin: A + Down
DDT: B
DDT: B + Left/Right
DDT: B + Up
DDT: B + Down
Special Pulling Piledriver: Analogue Stick (Tap)

Rear Grapple

Weak Forearm Smash: A
Forearm Smash: B
Strong Sleeper Hold: A

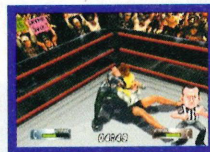
Special Sleeper Hold: B
Back Rake: Analogue Stick (Tap)



Opponent On Mat

Face Up Mounted Punches: A (Near Head)
Figure Four Leglock: A (Near Feet)
Stomp: B

Face Down Rear Naked Choke: A (Near Head)
Knee Stomp: A (Near Feet)
Stomp: B
Sitting Sleeper Hold: A
Hammer Blow: B
Kneeling Camel Clutch: A
Hammer Blow: B



Opponent In Turnbuckle

Front Kick: B
Middle Kick: D-Pad + B
Woman's Running Push Attack: D-Pad + C Down + B
Body Attack: D-Pad + C

Down + A + B
Front, Weak Top Rope Eye Rake: A
Front, Strong Top Rope Eye Rake: B
Back, Weak Shoulder Thrusts: A
Back, Strong Shoulder Thrusts: B
Weak Forearm Smash: A/B

Back, Strong Super Back Drop: A/B



After Irish Whip On Opponent

Short Kick: B
Weak Shoulder Back Toss: A (Tap)
Shoulder Back Toss: A (Hold)

Strong Powerslam: A (Tap)
Powerslam: A (Hold)



Running At Opponent

Woman's Running Push Attack: C Down + B
Woman's Running Push Attack: C Down + A + B
Body Attack: C Down +

D-Pad + B
Body Attack: C Down + A + B + D-Pad

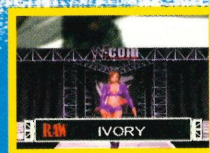
On Turnbuckle (High Risk Manoeuvres)

Standing Flying Body Press: A/B
On Mat Double Stomp: A/B



Defensive Pose Strike

(hold R as you rise from the mat)
Low Blow: R (hold), B
Evasive Roll: R (hold), L

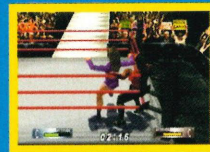


Ivory

Standing

Woman's Slap: B (Tap)
Woman's Slap: D-Pad + B (Tap)

Front Kick: B (Tap)
Front Kick: D-Pad + B (Tap)
PMS Left Slap: B (Hold)
PMS Right Slap: D-Pad + B (Hold)
Overhand Punch: A + B



Front Grapple

Weak Snapmare: A
Snapmare: A + Left/Right
Snapmare: A + Up
Snapmare: A + Down
Piledriver: B

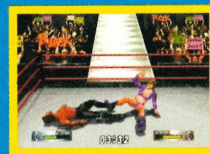
Piledriver: B + Left/Right
Piledriver: B + Up
Piledriver: B + Down
Strong Headlock With Punch: A
Headlock With Punch: A + Left/Right
Headlock With Punch: A + Up
Headlock With Punch: A + Down
Stall Suplex: B
Stall Suplex: B + Left/Right
Stall Suplex: B + Up
Stall Suplex: B + Down

Special Giant Swing: Analogue Stick (Tap)

Rear Grapple

Weak Forearm Smash: A

Strong Forearm Smash: B
Sleeper Hold: A
Sleeper Hold: B
Special Back Rake: Analogue Stick (Tap)



Opponent On Mat

Face Up Mounted Punches: A (Near Head)
Figure Four Leglock: A (Near Feet)
Jumping Leg Drop: B

Face Down Rear Naked Choke: A (Near Head)
Knee Stomp: A (Near Feet)
Stomp: B
Sitting Sleeper Hold: A
Hammer Blow: B
Kneeling Camel Clutch: A
Hammer Blow: B

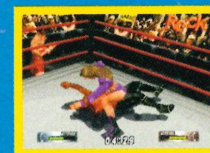


Opponent In Turnbuckle

Front Kick: B
Front Kick: D-Pad + B
Woman's Running Push Attack: D-Pad + C Down + B
Running Back Elbow Smash: D-Pad + C Down + A + B

Front, Weak Top Rope Eye Rake: A
Front, Strong Top Rope Eye Rake: B
Front, Strong Shoulder Thrusts: A
Strong Shoulder Thrusts: B

Back, Weak Forearm Smash: A/B
Back, Strong Super Back Drop: A/B



After Irish Whip On Opponent

Back Elbow: B
Weak Scissor Sweep: A (Tap)
Scissor Sweep: A (Hold)

Strong Shoulder Back Toss: A (Tap)
Shoulder Back Toss: A (Hold)



Running At Opponent

Woman's Running Push Attack: C Down + B
Woman's Running Push Attack: C Down + A + B
Body Attack: C Down +

D-Pad + B
Body Attack: C Down + A + B + D-Pad

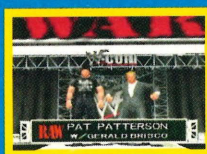
On Turnbuckle (High Risk Manoeuvres)

Standing Flying Body Press: A/B
On Mat Double Stomp: A/B

Defensive Pose Strike

(hold R as you rise from the mat)
Low Blow: R (hold), B
Evasive Roll: R (hold), L

PLAYING GUIDE



Pat Patterson

Standing

Elbow Strike: B (Tap)
Slap: D-Pad + B (Tap)
Front Kick (Short): B (Tap)

Front Kick (Long): D-Pad + B (Tap)
Overhand Punch: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Overhand Punch: A + B



Front Grapple

Weak

Scoop Slam: A
Scoop Slam: A + Left/Right
Scoop Slam: A + Up
Scoop Slam: A + Down
Piledriver: B

Piledriver: B + Left/Right

Piledriver: B + Up

Piledriver: B + Down

Strong

Headlock With Punch: A

Headlock With Punch: A + Left/Right

Headlock With Punch: A + Up

Headlock With Punch: A + Down

Stall Suplex: B

Stall Suplex: B + Left/Right

Stall Suplex: B + Up

Stall Suplex: B + Down

Special

Pulling Piledriver: Analogue Stick (Tap)

Rear Grapple

Weak

Back Drop: A
Forearm Smash: B

Strong

Atomic Drop: A
Shin Breaker: B

Special

Back Rake: Analogue Stick (Tap)



Opponent On Mat

Face Up

Mounted Punches: A (Near Head)
Figure Four Leglock: A (Near Feet)
Elbow Drop: B

Face Down

Sitting Reverse Armbar: A (Near Head)
Knee Stomp: A (Near Feet)

Stomp: B

Sitting

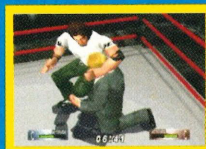
Sleeper Hold: A

Hammer Blow: B

Kneeling

Camel Clutch: A

Hammer Blow: B



Opponent In Turnbuckle

Front Kick: B

Front Kick: D-Pad + B

Running Back Elbow Smash: D-Pad + C Down + B

Running Clothesline: D-Pad + C Down + A + B

Front,

Weak

Top Rope Eye Rake: A

Front,

Strong

Top Rope Eye Rake: B

Back,

Weak

Superplex: A

Superplex: B

Forearm Smash: A/B

Back, Strong

Super Back Drop: A/B



After Irish Whip On Opponent

Short Kick: B

Weak

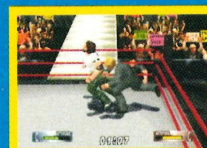
Scissor Sweep: A (Tap)

Scissor Sweep: A (Hold)

Strong

Shoulder Back Toss: A (Tap)

Shoulder Back Toss: A (Hold)



Running At Opponent

Running Shoulder Block: C

Down + B

Running Shoulder Block: C

Down + A + B

Running Back Elbow Smash: C

Down + D-Pad + B

Running Back Elbow Smash: C Down + A + B + D-Pad



Defensive Pose

Strike (hold R as you rise from the mat)

Low Blow: R (hold), B

Evasive Roll: R (hold), L



Gerald Brisco

Standing

Slap: B (Tap)
Chop: D-Pad + B (Tap)
Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad

+ B (Tap)
Overhand Punch: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Overhand Punch: A + B



Front Grapple

Weak

Scoop Slam: A
Scoop Slam: A + Left/Right
Scoop Slam: A + Up
Scoop Slam: A + Down
Piledriver: B

Piledriver: B + Left/Right

Piledriver: B + Up

Piledriver: B + Down

Strong

Headlock With Punch: A

Headlock With Punch: A + Left/Right

Headlock With Punch: A + Up

Headlock With Punch: A + Down

Stall Suplex: B

Stall Suplex: B + Left/Right

Stall Suplex: B + Up

Stall Suplex: B + Down

Special

Pulling Piledriver: Analogue Stick (Tap)

Rear Grapple

Weak

Back Drop: A
Forearm Smash: B

Strong

Atomic Drop: A
Shin Breaker: B

Special

Back Rake: Analogue Stick (Tap)



Opponent On Mat

Face Up

Mounted Punches: A (Near Head)
Figure Four Leglock: A (Near Feet)
Elbow Drop: B

Face Down

Sitting Reverse Armbar: A (Near Head)
Knee Stomp: A (Near Feet)

Stomp: B

Sitting

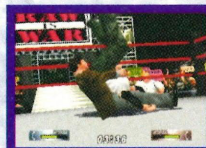
Sleeper Hold: A

Hammer Blow: B

Kneeling

Camel Clutch: A

Hammer Blow: B



Opponent In Turnbuckle

Chop: B

Front Kick: D-Pad + B

Running Back Elbow Smash: D-Pad + C Down + B

Running Clothesline: D-Pad +

C Down + A + B

Front,

Weak

Top Rope Eye Rake: A

Front,

Strong

Top Rope Eye Rake: B

Back,

Weak

Superplex: A

Superplex: B

Forearm Smash: A/B

Back, Strong

Super Back Drop: A/B



After Irish Whip On Opponent

Short Kick: B

Weak

Scissor Sweep: A (Tap)

Scissor Sweep: A (Hold)

Strong

Shoulder Back Toss: A (Tap)

Shoulder Back Toss: A (Hold)



Running At Opponent

Running

Shoulder

Block: C

Down + B

Running

Shoulder Block: C Down + A + B

Running Back Elbow Smash: C

Down + D-Pad + B

Running Back Elbow Smash: C

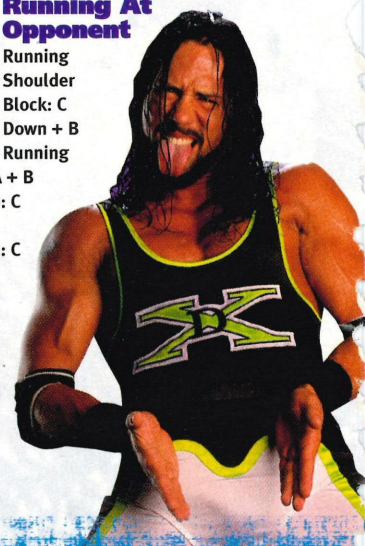
Down + A + B + D-Pad

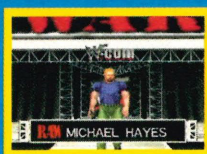
Defensive Pose

Strike (hold R as you rise from the mat)

Low Blow: R (hold), B

Evasive Roll: R (hold), L



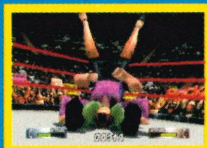


Michael Hayes

Standing

Slap: B (Tap)
Chop: D-Pad + B (Tap)
Front Kick (Short): B (Tap)

Front Kick (Long): D-Pad + B (Tap)
Overhand Punch: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Overhand Punch: A + B



Front Grapple

Weak
Scoop Slam: A
Scoop Slam: A + Left/Right
Scoop Slam: A + Up
Scoop Slam: A + Down
Piledriver: B

Piledriver: B + Left/Right
Piledriver: B + Up
Piledriver: B + Down

Strong
Headlock With Punch: A
Headlock With Punch: A + Left/Right
Headlock With Punch: A + Up
Headlock With Punch: A + Down
Stall Suplex: B
Stall Suplex: B + Left/Right
Stall Suplex: B + Up
Stall Suplex: B + Down

Special Pulling Piledriver: Analogue Stick (Tap)

Rear Grapple

Weak
Back Drop: A
Forearm Smash: B

Strong Atomic Drop: A
Shin Breaker: B
Special Back Rake: Analogue Stick (Tap)

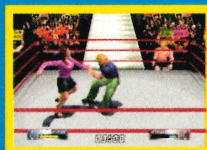


Opponent On Mat

Face Up

Mounted Punches: A (Near Head)
Figure Four Leglock: A (Near Feet)
Elbow Drop: B

Face Down Sitting Reverse Armbar: A (Near Head)
Knee Stomp: A (Near Feet)
Stomp: B
Sitting Sleeper Hold: A
Hammer Blow: B
Kneeling Camel Clutch: A
Hammer Blow: B



Opponent In Turnbuckle

Chop: B
Front Kick: D-Pad + B
Running Back Elbow Smash: D-Pad + C Down + B
Running Clothesline: D-Pad +

C Down + A + B
Front, Weak Top Rope Eye Rake: A
Front, Strong Superplex: A
Superplex: B

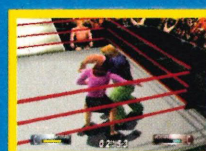
Back, Weak Forearm Smash: A/B
Back, Strong Super Back Drop: A/B



After Irish Whip On Opponent

Short Kick: B
Weak
Scissor Sweep: A (Tap)
Scissor Sweep: A (Hold)

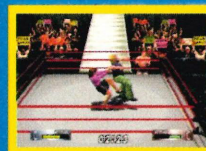
Strong Shoulder Back Toss: A (Tap)
Shoulder Back Toss: A (Hold)



Running At Opponent

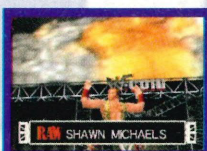
Running Shoulder Block: C Down + B
Running Shoulder Block: C Down + A + B
Running Back Elbow Smash: C

Down + D-Pad + B
Running Back Elbow Smash: C Down + A + B + D-Pad



Defensive Pose

Strike (hold R as you rise from the mat)
Low Blow: R (hold), B
Evasive Roll: R (hold), L

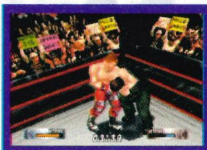


'Heartbreak Kid' Shawn Michaels

Standing

Chop: B (Tap)
Elbow Strike: D-Pad + B (Tap)
Front Kick: B (Tap)

Spinning Crescent Kick: D-Pad + B (Tap)
Snap Jab: B (Hold)
Quick Jab: D-Pad + B (Hold)
Cheap Shot To Throat: A + B



Front Grapple

Weak
Overhand Punch: A
Snapmare: A + Left/Right
Double Axe Handle: A + Up
Scoop Slam: A + Down
Headlock Takedown: B

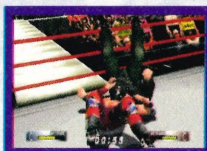
Arm Wrench/Elbow Smash: B + Left/Right
Snap Suplex: B + Up
Jaw Breaker: B + Down
Strong Headlock With Punch: A
Swinging Neck Breaker: A + Left/Right
Snake Eyes: A + Up
Small Package: A + Down
DDT: B
Manhattan Drop: B + Left/Right
Stall Suplex: B + Up
Jumping Piledriver: B + Down

Special Sweet Chin Music: Analogue Stick (Tap)

Rear Grapple

Weak Back Drop: A
Forearm Smash: B
Strong School Boy Rollup: A
Sleeper Hold: B

Special Rolling Clutch Pin: Analogue Stick (Tap)

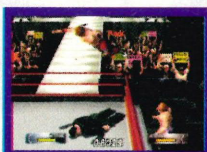


Opponent On Mat

Face Up

Mounted Punches: A (Near Head)
Figure Four Leglock: A (Near Feet)
Traditional Elbow Drop: B

Face Down Sitting Reverse Armbar: A (Near Head)
Single Leg Crab: A (Near Feet)
Angry Stomp: B
Sitting Sleeper Hold: A
Hammer Blow: B
Kneeling Camel Clutch: A
Knee Drop: B



Opponent In Turnbuckle

Chop: B
Middle Kick: D-Pad + B
Running Clothesline: D-Pad + C Down + B
High Flipping Dropkick: D-Pad

+ C Down + A + B
Front, Weak Shoulder Thrusts: A
10 Punch: B
Front, Strong Superplex: A
High Kick: B
Back, Weak Forearm Smash: A/B
Back, Strong Super Back Drop: A/B



After Irish Whip On Opponent

Back Elbow: B
Weak
Back Toss: A (Tap)
Monkey Toss: A (Hold)

Strong Huracanrana Pin: A (Tap)
Sleeper Hold: A (Hold)

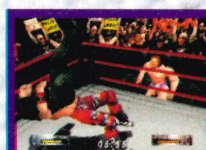
Running At Opponent
Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
Running Jumping Elbow Smash: C Down + D-Pad + B
Jumping Back Elbow Attack: C Down + A + B + D-Pad



On Turnbuckle (High)

Risk Manoeuvres)
Standing
Missile Dropkick: A/B
Diving Moonsault: A/B (Special)

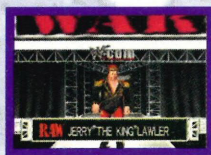
On Mat Elbow Strike: A/B
Body Splash: A/B (Special)



Defensive Pose

Strike (hold R as you rise from the mat)
Low Blow: R (hold), B
Evasive Roll: R (hold), L

Jerry 'The King' Lawler



Standing

Slap: B (Tap)
Chop: D-Pad + B (Tap)
Front Kick (Short): B (Tap)

Front Kick (Long): D-Pad + B (Tap)
Overhand Punch: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Overhand Punch: A + B



Front Grapple

Weak

Scoop Slam: A
Scoop Slam: A + Left/Right
Scoop Slam: A + Up
Scoop Slam: A + Down
Piledriver: B

Piledriver: B + Left/Right

Piledriver: B + Up

Piledriver: B + Down

Strong

Headlock With Punch: A

Headlock With Punch: A + Left/Right

Headlock With Punch: A + Up

Headlock With Punch: A + Down

Stall Suplex: B

Stall Suplex: B + Left/Right

Stall Suplex: B + Up

Stall Suplex: B + Down

Special

Pulling Piledriver: Analogue Stick (Tap)

Rear Grapple

Weak

Back Drop: A
Forearm Smash: B

Strong

Atomic Drop: A
Shin Breaker: B

Special

Back Rake: Analogue Stick (Tap)



Opponent On Mat

Face Up

Mounted Punches: A (Near Head)
Figure Four Leglock: A (Near Feet)
Elbow Drop: B

Face Down

Sitting Reverse Armbar: A (Near Head)
Knee Stomp: A (Near Feet)

Stomp: B

Sitting

Sleeper Hold: A
Hammer Blow: B

Kneeling

Camel Clutch: A
Hammer Blow: B



Opponent In Turnbuckle

Chop: B
Front Kick: D-Pad + B
Running Back Elbow Smash: D-Pad + C Down + B
Running Clothesline: D-Pad +

C Down + A + B

Front,

Top Rope Eye Rake: A

Weak

Top Rope Eye Rake: B

Front,

Superplex: A

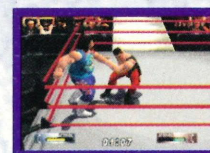
Strong

Superplex: B

Back, Weak, Back, Strong

Forearm Smash: A/B

Super Back Drop: A/B



After Irish Whip On Opponent

Short Kick: B

Weak

Scissor Sweep: A (Tap)
Scissor Sweep: A (Hold)

Strong

Shoulder Back Toss: A (Tap)
Shoulder Back Toss: A (Hold)



Running At Opponent

Running Shoulder Block: C

Down + B

Running Shoulder Block: C

Down + A + B

Running Back Elbow Smash: C

Down + D-Pad + B

Running Back Elbow Smash: C Down + A + B + D-Pad



Defensive Pose Strike

(hold R as you rise from the mat)

Low Blow: R (hold), B

Evasive Roll: R (hold), L

Jim Ross

Standing

Slap: B (Tap)
Chop: D-Pad + B (Tap)
Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad

+ B (Tap)
Overhand Punch: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Overhand Punch: A + B



Front Grapple

Weak

Overhand Punch: A
Overhand Punch: A + Left/Right
Overhand Punch: A + Up
Overhand Punch: A + Down

Piledriver: B

Piledriver: B + Left/Right

Piledriver: B + Up

Piledriver: B + Down

Strong

Headlock With Punch: A

Headlock With Punch: A + Left/Right

Headlock With Punch: A + Up

Headlock With Punch: A + Down

Suplex: B

Suplex: B + Left/Right

Suplex: B + Up

Suplex: B + Down

Special

Pulling Piledriver: Analogue Stick (Tap)

Rear Grapple

Weak

Forearm Smash: A

Strong

Forearm Smash: B
Sleeper Hold: A
Sleeper Hold: B

Special

Back Rake: Analogue Stick (Tap)



Opponent On Mat

Face Up

Mounted Punches: A (Near Head)
Figure Four Leglock: A (Near Feet)
Elbow Drop: B

Face Down

Sitting Reverse Armbar: A (Near Head)
Knee Stomp: A (Near Feet)

Stomp: B

Sitting

Sleeper Hold: A
Hammer Blow: B

Kneeling

Camel Clutch: A
Hammer Blow: B



Opponent In Turnbuckle

Chop: B
Front Kick: D-Pad + B
Running Back Elbow Smash: D-Pad + C Down + B
Running Clothesline: D-Pad +

C Down + A + B

Front,

Top Rope Eye Rake: A

Weak

Top Rope Eye Rake: B

Front,

Superplex: A

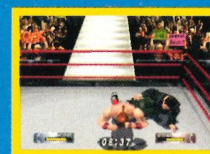
Strong

Superplex: B

Back, Weak, Back, Strong

Forearm Smash: A/B

Super Back Drop: A/B



After Irish Whip On Opponent

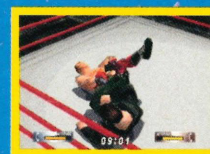
Short Kick: B

Weak

Scissor Sweep: A (Tap)
Scissor Sweep: A (Hold)

Strong

Shoulder Back Toss: A (Tap)
Shoulder Back Toss: A (Hold)



Running At Opponent

Running Shoulder Block: C

Down + B

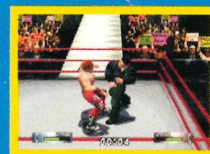
Running Shoulder Block: C

Down + A + B

Running Back Elbow Smash: C

Down + D-Pad + B

Running Back Elbow Smash: C Down + A + B + D-Pad



Defensive Pose Strike

(hold R as you rise from the mat)

Low Blow: R (hold), B

Evasive Roll: R (hold), L



Stephanie McMahon

Standing

Woman's Slap: B (Tap)
Woman's Slap: D-Pad + B (Tap)
Low Kick: B (Tap)

Low Kick: D-Pad + B (Tap)
PMS Left Slap: B (Hold)
PMS Right Slap: D-Pad + B (Hold)
Spinning Elbow: A + B



Front Grapple

Weak

Club To Neck: A
Club To Neck: A + Left/Right
Club To Neck: A + Up
Club To Neck: A + Down
Piledriver: B

Piledriver: B + Left/Right
Piledriver: B + Up
Piledriver: B + Down

Strong

Headlock With Punch: A
Headlock With Punch: A + Left/Right
Headlock With Punch: A + Up
Headlock With Punch: A + Down
Suplex: B
Suplex: B + Left/Right
Suplex: B + Up
Suplex: B + Down

Special

Mac Stunner: Analogue Stick (Tap)

Rear Grapple

Weak

Forearm Smash: A
Forearm Smash: B

Strong

Sleeper Hold: A
Sleeper Hold: B

Special

Pump Handle Slam: Analogue Stick (Tap)



Opponent On Mat

Face Up

Mounted Punches: A (Near Head)
Figure Four Leglock: A (Near Feet)
Stomp: B

Face Down

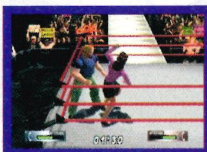
Rear Naked Choke: A (Near Head)
Knee Stomp: A (Near Feet)
Stomp: B

Sitting

Sleeper Hold: A
Hammer Blow: B

Kneeling

Camel Clutch: A
Hammer Blow: B



Opponent In Turnbuckle

Front Kick: B
Front Kick: D-Pad + B
Woman's Running Push Attack: D-Pad + C Down + B
Running Elbow Smash: D-Pad

+ C Down + A + B

Front,

Weak

Front,

Strong

Top Rope Eye Rake: A
Top Rope Eye Rake: B
Shoulder Thrusts: A
Shoulder Thrusts: B

Back, Weak Back, Strong

Forearm Smash: A/B
Super Back Drop: A/B



After Irish Whip On Opponent

Short Kick: B
Weak
Scissor Sweep: A (Tap)
Scissor Sweep: A (Hold)

Strong

Shoulder Back Toss: A (Tap)
Shoulder Back Toss: A (Hold)



Running At Opponent

Woman's Running Push Attack: C Down + B
Woman's Running Push Attack: C Down + A + B
Running Elbow Smash: C Down

+ D-Pad + B

Running Elbow Smash: C Down + A + B + D-Pad



Defensive Pose

Strike (hold R as you rise from the mat)
Low Blow: R (hold), B
Evasive Roll: R (hold), L



Paul Bearer

Standing

Slap: B (Tap)
Chop: D-Pad + B (Tap)
Front Kick (Short): B (Tap)
Front Kick (Long): D-Pad

+ B (Tap)

Overhand Punch: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Overhand Punch: A + B



Front Grapple

Weak

Overhand Punch: A
Overhand Punch: A + Left/Right
Overhand Punch: A + Up
Overhand Punch: A + Down

Piledriver: B
Piledriver: B + Left/Right
Piledriver: B + Up
Piledriver: B + Down

Strong

Headlock With Punch: A
Headlock With Punch: A + Left/Right
Headlock With Punch: A + Up
Headlock With Punch: A + Down
Suplex: B
Suplex: B + Left/Right
Suplex: B + Up
Suplex: B + Down

Special

Pulling Piledriver: Analogue Stick (Tap)

Rear Grapple

Weak

Forearm Smash: A

Strong

Forearm Smash: B
Sleeper Hold: A
Sleeper Hold: B

Special

Back Rake: Analogue Stick (Tap)



Opponent On Mat

Face Up

Mounted Punches: A (Near Head)
Figure Four Leglock: A (Near Feet)
Elbow Drop: B

Face Down

Sitting Reverse Armbar: A (Near Head)
Knee Stomp: A (Near Feet)
Stomp: B

Sitting

Sleeper Hold: A
Hammer Blow: B

Kneeling

Camel Clutch: A
Hammer Blow: B



Opponent In Turnbuckle

Chop: B
Front Kick: D-Pad + B
Running Back Elbow Smash: D-Pad + C Down + B
Running Clothesline: D-Pad +

C Down + A + B

Front,

Weak

Front,

Strong

Top Rope Eye Rake: A
Top Rope Eye Rake: B
Shoulder Thrusts: A
Shoulder Thrusts: B

Back, Weak Back, Strong

Forearm Smash: A/B
Super Back Drop: A/B



After Irish Whip On Opponent

Short Kick: B
Weak
Scissor Sweep: A (Tap)
Scissor Sweep: A (Hold)

Strong

Shoulder Back Toss: A (Tap)
Shoulder Back Toss: A (Hold)



Running At Opponent

Running Shoulder Block: C Down + B
Running Shoulder Block: C Down + A + B

Running Back Elbow Smash: C Down + D-Pad + B
Running Back Elbow Smash: C Down + A + B + D-Pad



Defensive Pose

Strike (hold R as you rise from the mat)
Low Blow: R (hold), B
Evasive Roll: R (hold), L

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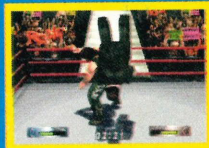


Cactus Jack

Standing

Hook Punch: B (Tap)
Elbow Strike: D-Pad + B (Tap)
Front Kick (Short): B (Tap)

Front Kick (Long): D-Pad + B (Tap)
Side Headbutt: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Diving Clothesline: A + B



Front Grapple

Weak

Overhand Punch: A
Snapmare: A + Left/Right
Club To Neck: A + Up
Scoop Slam: A + Down
Headlock Takedown: B

Swinging Neck Breaker: B + Left/Right
Suplex: B + Up

Strong

Piledriver: B + Down
Russian Leg Sweep: A
Headlock With Punch: A + Left/Right
Snake Eyes: A + Up
Small Package: A + Down
DDT: B
Double Arm DDT: B + Left/Right
Falling Front Neck Breaker: B + Up
Pulling Piledriver: B + Down

Special

Mandible Claw: Analogue Stick (Tap)

Rear Grapple

Weak

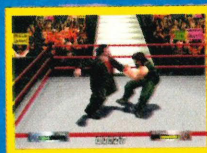
Back Drop: A
Forearm Smash: B

Strong

Face Crusher: A
Back Rake: B

Special

Shin Breaker: Analogue Stick (Tap)



Opponent On Mat

Face Up

Mounted Punches: A (Near Head)
Single Leg Crab: A (Near Feet)
Traditional Elbow Drop: B

Face Down

Rear Naked Choke: A (Near Head)
Knee Stomp: A (Near Feet)
Jumping Leg Drop: B

Sitting

Sleeper Hold: A
Hammer Blow: B

Kneeling

Camel Clutch: A
Knee Drop: B



Opponent In Turnbuckle

Punch: B
Front Kick: D-Pad + B
Running Clothesline: D-Pad + C Down + B
Running Body Avalanche: D-

Pad + C Down + A + B

Front, Weak

Shoulder Thrusts: A

Front, Strong

10 Punch: B

Top Rope Eye Rake: A

Foot Choke: B

Back, Weak, Back, Strong

Forearm Smash: A/B

Super Back Drop: A/B



After Irish Whip On Opponent

Short Kick: B

Weak

Scissor Sweep: A (Tap)
Shoulder Back Toss: A (Hold)

Strong

Abdominal Stretch: A (Tap)
Sleeper Hold: A (Hold)

Special

Mandible Claw: Analogue Stick (Tap)

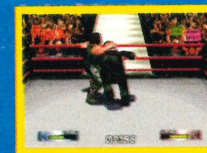
Running At Opponent

Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
Running Clothesline: C Down + D-Pad + B
Kitchen Sink: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B

On Mat Back Elbow Drop: A/B



Defensive Pose Strike

(hold R as you rise from the mat)

Low Blow: R (hold), B
Evasive Roll: R (hold), L



Dude Love

Standing

Hook Punch: B (Tap)
Elbow Strike: D-Pad + B (Tap)
Front Kick (Short): B (Tap)

Front Kick (Long): D-Pad + B (Tap)
Side Headbutt: B (Hold)
Overhand Punch: D-Pad + B (Hold)
Diving Clothesline: A + B



Front Grapple

Weak

Overhand Punch: A
Snapmare: A + Left/Right
Club To Neck: A + Up
Scoop Slam: A + Down
Headlock Takedown: B

Swinging Neck Breaker: B + Left/Right
Suplex: B + Up

Piledriver: B + Down

Strong

Russian Leg Sweep: A
Headlock With Punch: A + Left/Right
Snake Eyes: A + Up
Small Package: A + Down
DDT: B
Double Arm DDT: B + Left/Right
Falling Front Neck Breaker: B + Up
Pulling Piledriver: B + Down

Special

Mandible Claw: Analogue Stick (Tap)

Rear Grapple

Weak

Back Drop: A
Forearm Smash: B

Strong

Face Crusher: A
Back Rake: B

Special

Shin Breaker: Analogue Stick (Tap)



Opponent On Mat

Face Up

Mounted Punches: A (Near Head)
Single Leg Crab: A (Near Feet)
Traditional Elbow Drop: B

Face Down

Rear Naked Choke: A (Near Head)
Knee Stomp: A (Near Feet)
Jumping Leg Drop: B

Sitting

Sleeper Hold: A
Hammer Blow: B

Kneeling

Camel Clutch: A
Knee Drop: B



Opponent In Turnbuckle

Punch: B
Front Kick: D-Pad + B
Running Clothesline: D-Pad + C Down + B
Running Body Avalanche: D-

Pad + C Down + A + B

Front, Weak

Shoulder Thrusts: A

Front, Strong

10 Punch: B

Top Rope Eye Rake: A

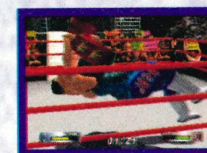
Back, Weak

Foot Choke: B

Forearm Smash: A/B

Back, Strong

Super Back Drop: A/B



After Irish Whip On Opponent

Short Kick: B

Weak

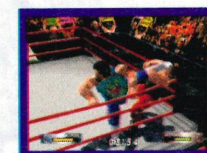
Scissor Sweep: A (Tap)
Shoulder Back Toss: A (Hold)

Strong

Abdominal Stretch: A (Tap)
Sleeper Hold: A (Hold)

Special

Mandible Claw: Analogue Stick (Tap)



Running At Opponent

Running Shoulder Block: C Down + B
Running Back Elbow Smash: C Down + A + B
Running Clothesline: C Down +

D-Pad + B

Kitchen Sink: C Down + A + B + D-Pad

On Turnbuckle (High Risk Manoeuvres)

Standing Double Axe Handle: A/B

On Mat Back Elbow Drop: A/B

Defensive Pose Strike (hold R as you rise from the mat)

Low Blow: R (hold), B
Evasive Roll: R (hold), L

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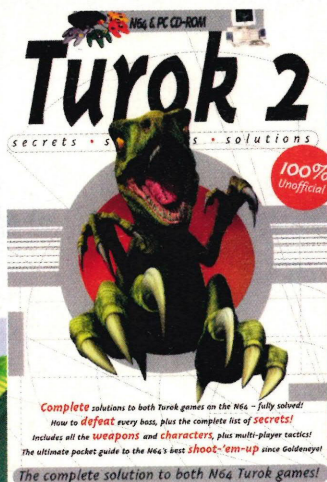
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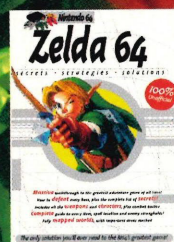
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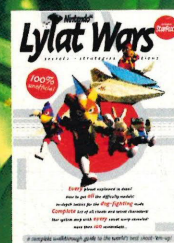
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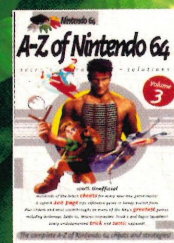
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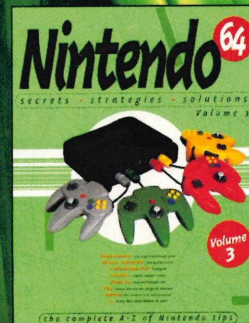
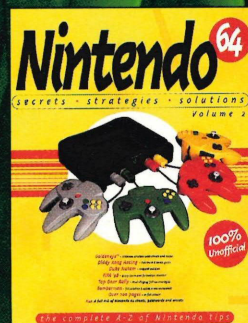


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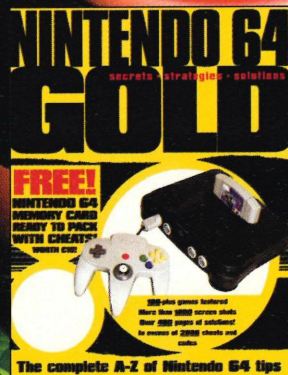


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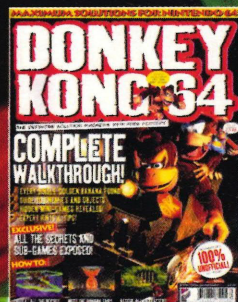
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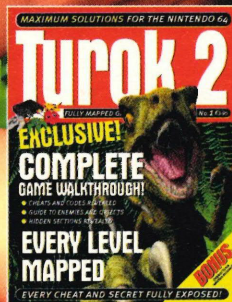
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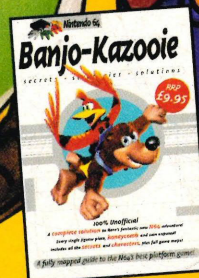
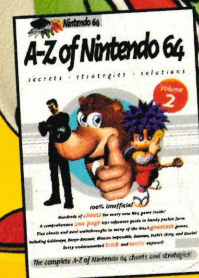
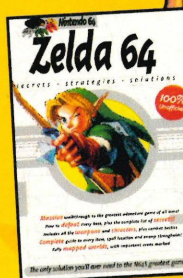
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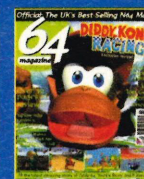
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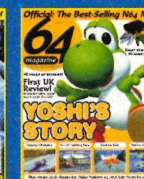
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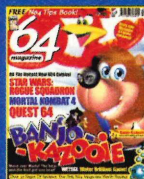
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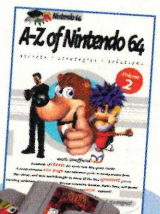
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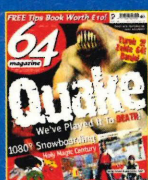
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nindex



**90%
and above**

If a game gets a 64 Sizzler then it's a game that's well worth buying.



**95%
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The Gold Medal Award only goes to those few games that you absolutely *must* own!



The complete guide to every N64 game ever reviewed!

Welcome to the Nindex! This section of the magazine contains information on every game we've ever reviewed in ultra-condensed form, meaning you can compare different games at a glance.

If you want to get the lowdown on any N64 game that's been covered in a previous issue, then this is your one-stop buyers' guide. The Nindex is updated every month, and from now on we'll be re-evaluating games from past issues on a regular basis to see just how well they compare to the latest N64 titles. If you need game info, this is where to look!

NINDEX KEY

Game Name	Self-explanatory really!
Company	The company that sells it
Players	How many players can take part?
Memory	Does it make use of the Controller Pak?
Rumble Pak	Does it make use of the Rumble Pak?
Expansion Pak	Does it make use of the Expansion Pak?
UK Game	Is it available in the UK?
Issue	The issue it was last reviewed
Score	The percentage rating we've given it
Comment	What we think of it!

GENRE

DESCRIPTION

ADVENTURE	Games involving exploration and problem-solving
BEAT-'EM-UP	Fighting games, rather obviously!
PARTY/PUZZLE	Designed for multiple players, or a brain teaser
PLATFORM	Games that involve precise jumps and acrobatics
RACING	Mostly (but not always) involving cars racing each other
SHOOT-'EM-UP	The main objective? Kill 'em all!
SPORTS	Football, basketball, American football, golf... whatever you're into
STRATEGY/SIMULATION	Games that test your brain rather than your reflexes

Game Name	Company	Icons	Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2 ● ● ● ●	17	82%	The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2 ● ● ● ●	32	80%	Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1 ● ● ● ●	29	52%	Mediocre movie licence aimed at younger players.
Aero Fighters Assault	Video System	1-2 ● ● ● ●	15	20%	Abysmal, sluggish air combat 'game'.
Aero Gauge	ASCII	1-2 ● ● ● ●	15	40%	Slow and unplayable Wipeout rip-off.
Airboarder	Human	1-2 ● ● ● ●	14	73%	Hoverboard game of mixed playability.
All-Star Baseball '99	Acclaim	1-4 ● ● ● ●	16	84%	Good but bugged hi-res baseball game.
All-Star Baseball '2000	Acclaim	1-4 ● ● ● ●	27	85%	Improved version of the above.
All-Star Tennis '99	Ubi Soft	1-4 ● ● ● ●	24	70%	Not entirely successful 'real' tennis game.
Armored: Project Swarm	Acclaim	1-4 ● ● ● ●	34	81%	Turok-based alien blaster – good but slightly outdated.
Army Men: Sarge's Heroes	3DO	1-4 ● ● ● ●	35	74%	Decent 3-D shooter let down by duff camera and controls.
Augusta Masters '98	T&E Soft	1-4 ● ● ● ●	17	25%	Thoroughly nasty attempt at a golf game.
Automobili Lamborghini	THE Games	1-4 ● ● ● ●	8	68%	Four-player racer, but not realistic or thrilling.
Banjo-Kazooie	Nintendo	1 ● ● ● ●	16	90%	Excellent (if slightly easy) adventure.
Battletanx	3DO	1-4 ● ● ● ●	26	78%	Doesn't look like much, but it's a good multiplayer blast!
Beetle Adventure Racing	EA	1-4 ● ● ● ●	25	83%	Fantastic mix of racing and exploration. With VW Beetles.
Bio Freaks	GT Interactive	1-2 ● ● ● ●	19	82%	Ultra-violent futuristic fighter with lots of gore.
Blast Corps	Nintendo	1 ● ● ● ●	3	80%	Odd but entertaining driving/strategy/blow-'em-up combo.
Body Harvest	Gremlin	1 ● ● ● ●	20	82%	Time-travel action where you wipe out giant alien bugs.
Bombberman 64	Nintendo	1-4 ● ● ● ●	9	80%	Bomb-chucking platformer with disappointing battle game.
Bombberman Hero	Nintendo	1 ● ● ● ●	21	49%	Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4 ● ● ● ●	12	65%	Sub-par Japanese wrestling game.
Buck Bumble	Ubi Soft	1-2 ● ● ● ●	18	82%	Weapon-filled insect shooter with bad fogging.
Bust-A-Move 2	Acclaim	1-2 ● ● ● ●	15	91%	Simple but addictive puzzle/battle game.
Bust-A-Move 3DX	Acclaim	1-4 ● ● ● ●	22	90%	As BAM2, but now for four players!
California Speed	Midway	1-2 ● ● ● ●	26	45%	Tragically bad sequel to Cruis'n USA and World.
Carmageddon 64	SCI	1-2 ● ● ● ●	35	4%	Yes, four percent. The worst N64 game ever!
Castlevania	Konami	1 ● ● ● ●	24	85%	Spooky vampire adventure, let down by dodgy camera.
Chameleon Twist	Ocean	1-4 ● ● ● ●	10	64%	Simple and easy tongue-orientated platformer.
Chameleon Twist 2	Sunsoft	1 ● ● ● ●	23	75%	More of the same, and still too easy.
Charlie Blast's Territory	THE Games	4 ● ● ● ●	29	68%	Odd puzzle game with a good multiplayer mode.
Chef's Luv Shack	Acclaim	1-4 ● ● ● ●	34	69%	South Park version of Mario Party – more a renter than a buyer.
Chopper Attack	GT Interactive	1 ● ● ● ●	18	70%	Plodding Desert Strike-style game with clumsy controls.
Clayfighter 63 1/3	Interplay	1-2 ● ● ● ●	8	8%	The second-worst game on the N64 after Carmageddon!
Command & Conquer	Nintendo	1 ● ● ● ●	30	90%	Graphically updated and still ultra-playable strategy game.
Cruis'n USA	Nintendo	1-2 ● ● ● ●	10	22%	Dated and dismal driving drudgery.
Cruis'n World	Nintendo	1-4 ● ● ● ●	18	23%	A sequel that's nearly as bad as the original!
Dark Rift	Vic Tokai	1-2 ● ● ● ●	4	47%	Bland and derivative fighter offering nothing exciting.
Destruction Derby	THQ	1-4 ● ● ● ●	34	74%	Fun but short-lived car smashing racer.
Diddy Kong Racing	Rare	1-4 ● ● ● ●	7	84%	Fun mix of racing and exploration.
Donkey Kong 64	Nintendo	1-4 ● ● ● ●	34	93%	Huge platform adventure that's like Banjo, only more so.
Doom 64	GT Interactive	1 ● ● ● ●	1	70%	Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1 ● ● ● ●	3	30%	Snoozesome Japanese Mario clone for kids.
Dual Heroes	Hudson	2 ● ● ● ●	9	18%	Appalling fighter that offers no challenge whatsoever.
Duke Nukem 64	GT Interactive	1-4 ● ● ● ●	7	81%	Good conversion of the PC one-linerthon.
Duke Nukem: Zero Hour	GT Interactive	1-4 ● ● ● ●	27	89%	Fine alien blaster with the hard-as-nails hero.
Earthworm Jim 3D	Virgin	1 ● ● ● ●	33	90%	Thoroughly mad and highly entertaining platformer.
Extreme G	Acclaim	1-4 ● ● ● ●	7	77%	Futuristic bike racing game – hard to control.
F1 Pole Position	Ubi Soft	1-2 ● ● ● ●	6	63%	Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2 ● ● ● ●	18	94%	Excellent, though very hard, Formula 1 simulation.
F-1 World Grand Prix II	Nintendo	1-2 ● ● ● ●	30	90%	Slightly faster sequel, but not really a big advance.
FIFA 64	EA Sports	1-4 ● ● ● ●	2	19%	A travesty of The Beautiful Game, awful in every way.
FIFA '99	EA Sports	1-4 ● ● ● ●	24	91%	Best of the FIFA series, until the next one!
FIFA: Road To World Cup '98	EA Sports	1-4 ● ● ● ●	9	80%	Vastly better than FIFA 64, but now replaced by FIFA '99.

OUR TOP TEN

1: GOLDENEYE



2: ZELDA



3: ISS '98



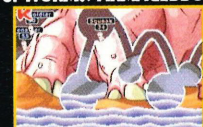
4: TUROK: RAGE WAR



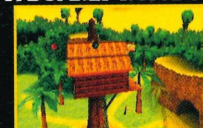
5: RESIDENT EVIL 2



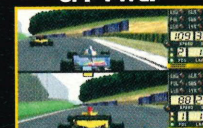
6: WORMS: ARMAGEDDON



7: DONKEY KONG 64



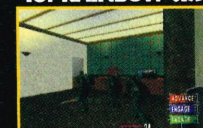
8: F-1 WGP



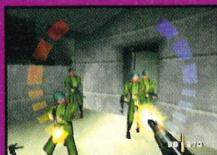
9: QUAKE II



10: RAINBOW SIX



64 TOP SHOOT-EM-UPS



- 1 Goldeneye 95%
- 2 Quake II 93%
- 3 Rainbow Six 92%
- 4 Star Wars: Rogue Squadron 92%
- 5 Jet Force Gemini 91%

64 TOP FIGHTING GAMES



- 1 WWF Wrestlemania 2000 93%
- 2 Super Smash Bros 87%
- 3 WWF Warzone 86%
- 4 Mortal Kombat 4 86%
- 5 Xena: Warrior Princess 85%

Game Name	Company	Icons	Issue	Score	Comment
Fighter's Destiny	Ocean	1-2 ● ● ●	11	80%	One of the better N64 fighters.
Fighting Force 64	Crave	2 ● ● ●	29	62%	Past-it PlayStation port.
Flying Dragon	Interplay	1-2 ● ● ●	30	78%	Fun fighting game, though it's not exactly Street Fighter!
Forsaken	Acclaim	1-4 ● ● ●	14	86%	A kind of turbo Descent – good, but some levels very short.
F-Zero X	Nintendo	1-4 ● ● ●	17	90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2 ● ● ●	21	62%	Jerky, mediocre game with a fighter Creation mode.
Gauntlet Legends	Midway	1-4 ● ● ●	33	82%	Worthy update of the arcade classic with a few minor flaws.
Gex: Enter The Gecko	GT Interactive	1 ● ● ●	18	80%	Lizardly platformer that spoofs films and TV shows.
Gex 3: Deep Cover Gecko	Crave	1 ● ● ●	33	73%	Competent but utterly unoriginal platform sequel.
The Glory Of St Andrews	Seta	1-4 ● ● ●	3	10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1 ● ● ●	20	85%	Appealing platform/puzzle game crossbreed.
Goemon 2	Konami	1-2 ● ● ●	24	80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4 ● ● ●	5	95%	The best multiplayer game on N64! Great for lone players too.
GT 64	Ocean	1-2 ● ● ●	16	64%	Clunky, unrealistic and dull racing game.
Hexen	GT Interactive	1-4 ● ● ●	5	30%	Completely crap port of the PC Doom-with-wizards title.
Holy Magic Century	Konami	1 ● ● ●	21	54%	Attractive, but repetitive, junior RPG with too many random battles.
Hot Wheels Turbo Racing	EA	1-2 ● ● ●	35	65%	Easy and rather dull kid-oriented racer.
Hybrid Heaven	Konami	1-2 ● ● ●	32	81%	Interesting sci-fi adventure let down by a few rough edges.
Iggy's Reckin' Balls	Acclaim	1-4 ● ● ●	17	83%	Odd mix of racer and platformer that's quite good fun.
In-Fisherman Bass Hunter 64	Take 2	1-2 ● ● ●	33	84%	Oddly compelling fishing sim, but not for everyone.
ISS 64	Konami	1-4 ● ● ●	3	93%	Excellent footy game, now bettered by ISS '98.
ISS '98	Konami	1-4 ● ● ●	18	95%	The best football game ever. Fact!
J-League Dynamite Soccer	Imagineer	1-4 ● ● ●	6	44%	Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4 ● ● ●	8	60%	Another J-League game with comedy players.
J-League Perfect Striker 2	Konami	1-4 ● ● ●	31	88%	Japanese ISS update that offers very few new features.
Jeopardy!	Take 2	1-3 ● ● ●	14	30%	Pathetic attempt to bring an American game show to N64.
Jet Force Gemini	Rare	1-4 ● ● ●	33	91%	Huge all-action adventure game.
John Madden 64	EA Sports	1-4 ● ● ●	8	76%	Syrup-sporting American football game.
Ken Griffey Jr's Slugfest	Nintendo	4 ● ● ●	29	70%	Not very impressive baseball game.
Killer Instinct Gold	Nintendo	1-2 ● ● ●	3	70%	Rare-produced fighter where button-hammering beats skill.
Knife Edge	THE Games	1-4 ● ● ●	22	26%	Mind-numbingly boring on-rails shooter.
Knockout Kings 2000	EA Sports	1-2 ● ● ●	33	90%	Highly playable boxing sim featuring genuine fighting legends.
The Legend Of Zelda: Ocarina Of Time	Nintendo	1 ● ● ●	21	96%	Nintendo's tour de force – one of the best games ever written!
Lode Runner	Infogrames	1 ● ● ●	28	82%	Tough mix of platformer and puzzle game.
Lego Racers	Lego	1-4 ● ● ●	34	76%	Simple, kid-oriented racer with customisable cars.

TEST OF TIME



Ah, issue 30, the age when the mag started looking at its bald

patch in the mirror and worrying about settling down. How do some of the games reviewed in the big three-oh look in the light of the positively silvertopped issue 36?



QUAKE II

Activision • £39.99 • Original Rating: 79%

The second-best shooter on the machine after *Goldeneye* was what we thought of this top-notch port at the time... and our opinion hasn't changed. It's still great, with an ultra-fast four-player game that absolutely kicks ass.

93%

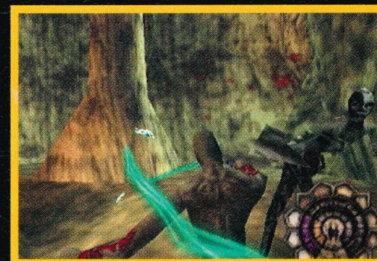


REVOLT

Acclaim • £39.99 • Original Rating: 90%

Just six months or so has altered our opinion of this radio-controlled racer a little – it lacks longevity and the controls are still annoying to learn. It's nice and hectic, but not really a long-term classic by any stretch of the imagination.

80%



SHADOW MAN

Acclaim • £39.99 • Original Rating: 92%

Swearing and serial killers had to be a good combination. Some of the visuals might look a bit murky, but the gameplay still holds up just as well six issues on. If you're after a challenge for grown-ups, look no further than this.

90%

Game Name	Company	Icons	Issue	Score	Comment
Let's Smash	Hudson	1-4 ●	21	90%	Very playable anime-style tennis game.
Lylat Wars	Nintendo	1-4 ● ●	5	87%	N64 remix of the SNES Starfox, but not quite as engrossing.
Mace: The Dark Age	GT Interactive	1-2 ●	7	70%	Run-of-the-mill medieval fighter.
Madden '99	EA Sports	1-4 ● ●	31	80%	Decent American football game that's a bit behind the times.
Magical Tetris Challenge	Capcom	1-2 ●	24	65%	Tetris with Mickey Mouse. Stunning. (Note the sarcasm.)
Mario Golf	Nintendo	4 ● ●	29	88%	Tremendous golfing fun with Mario and pals.
Mario Kart 64	Nintendo	1-4 ● ●	3	78%	Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4 ● ●	24	80%	Fun but simple multiplayer party game.
Michael Owen's WLS 2000	THQ	4 ● ●	31	91%	Excellent football game with hi-res graphics as standard.
Micro Machines 64 Turbo	Codemasters	1-8 ● ●	23	90%	Superb eight-player (yes, eight) party racing game.
Mike Piazza's Strike Zone	GT Interactive	1-2 ● ●	30	40%	Humdrum baseball game that pales alongside All-Star Baseball.
Milo's Astro Lanes	Interplay	1-4 ● ●	33	73%	Oddball bowling game set on alien planets.
Mischief Makers	Nintendo	1 ●	7	82%	Strange but enjoyable old-school 2-D platformer.
Mission: Impossible	Infogrames	1 ●	18	48%	Utterly tosh conversion of the Tom Cruise film.
NK Mythologies: Sub-Zero	GT Interactive	1 ● ●	9	46%	Risible attempt to add platforms to the Mortal Kombat franchise.
Monster Truck Madness	Take 2	1-4 ● ●	31	70%	Crap physics and bugs let down a potentially good racing game.
Mortal Kombat 4	GT Interactive	1-2 ● ●	19	80%	Finally, a decent Mortal Kombat game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2 ●	3	32%	Diabolically bad beat-'em-up.
Multi Racing Championship	Ocean	1-2 ● ●	5	52%	Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1 ●	13	80%	Wacky RPG/platformer set in a comedy ancient Japan.
Mystical Ninja 2 Starring Goemon	Konami	2 ● ●	29	85%	Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2 ● ●	20	52%	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4 ●	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4 ● ●	16	85%	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4 ●	5	45%	Rubbishy arcade conversion full of silly power moves.
NBA Jam '99	Acclaim	1-4 ● ●	22	83%	Good basketball game that doesn't stand above its competitors.
NBA Jam 2000	Acclaim	1-4 ●	35	84%	One of the best N64 basketball games.
NBA Live '99	EA Sports	1-4 ● ●	22	75%	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4 ● ●	12	70%	Uninspiring basketball game with very blurry visuals.
NBA Pro '99	Konami	1-4 ● ●	27	59%	Highly disappointing basketball title.
NFL Blitz	GT Interactive	1-2 ● ●	22	85%	American football game played for laughs and arcade-style action.
NFL Quarterback Club '98	Acclaim	1-4 ● ●	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4 ● ● ●	21	89%	Updated and improved version of NFL QBC '98.
NHL Quarterback Club 2000	Acclaim	1-4 ● ● ●	34	90%	The best American football game you can buy.
NHL '99	EA Sports	1-4 ● ●	20	88%	The best ice hockey game on the market.

64 TOP

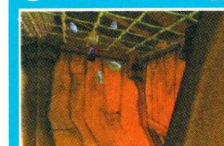
ADVENTURE GAMES



- 1 Zelda 96%
- 2 Resident Evil 2 94%
- 3 Silicon Valley 87%
- 4 Castlevania 85%
- 5 Hybrid Heaven 81%

64 TOP

PLATFORM GAMES



- 1 Rayman 2 94%
- 2 Donkey Kong 64 93%
- 3 Super Mario 64 92%
- 4 Rocket: Robot On Wheels 91%
- 5 Shadow Man 90%

BEST OF THE BITS

If you want to plug some extra bits into your N64 to enhance your gaming pleasure, these are the ones we recommend most highly!

Nintendo Controller

NINTENDO • £19.99

Without a doubt the best controller you can get for the N64 – since it comes from Nintendo, you'd certainly hope so! If you want to engage in multiplayer fun, we heartily recommend that you get yourself a full set of these.



Grand Prix Racing Wheel II

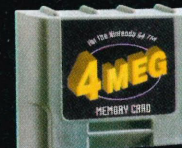
JOYTECH • (01525) 852900 • £59.99

One of the best wheels around, the Grand Prix – which has an official Jordan team licence – has responsive controls and a realistic feel. It's also very easy to set up, making it a definite race-winner!

4 Meg Memory Card

DATEL • £29.99

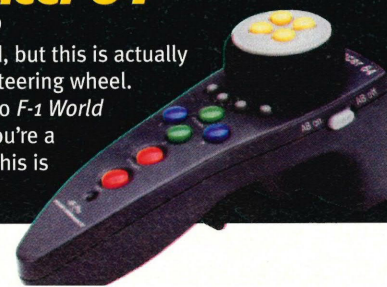
Non-Nintendo memory cards have a reputation for being somewhat dodgy and prone to losing your saved game data, but Datel's cards are generally considered the most reliable of the bunch. The 4 Meg model is equal to 16 Nintendo Controller Paks, and lets you access all the pages at once instead of having to flip between them.



Ultra Racer 64

INTERACT • £29.99

It might look weird, but this is actually a very good mini steering wheel. It's ideally suited to *F-1 World Grand Prix*, so if you're a Formula 1 addict, this is the one for you!



64 TOP RACING GAMES



- 1 F-1 World Grand Prix 94%
- 2 Micro Machines Turbo 64 90%
- 3 F-Zero X 90%
- 4 F-1 World Grand Prix II 90%
- 5 Roadsters 87%

64 TOP SPORTS GAMES



- 1 ISS '98 95%
- 2 ISS 64 93%
- 3 Michael Owen's WLS2K 91%
- 4 FIFA '99 91%
- 5 Knockout Kings 2000 90%

Game Name	Company	Icons	Issue	Score	Comment
NHL Breakaway '98	Acclaim	1-4 ● ● ●	12	80%	Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4 ● ● ●	25	74%	Almost identical to Breakaway '98, so out of date!
Nightmare Creatures	Activision	1 ●	24	55%	Dog-rough attempt at a horror game.
Off-Road Challenge	GT Interactive	1-2 ● ● ●	17	27%	Based on Cruis'n USA, and nearly as bad!
Ogre Battle 64	Nintendo	1	31	77%	Intriguing strategy/RPG scuppered by reams of Japanese text.
Olympic Hockey '98	GT Interactive	1-4 ● ● ●	12	70%	Tepid reworking of Wayne Gretzky with Olympic teams.
Paperboy	Midway	1 ● ●	34	41%	Horribly ill-conceived attempt to update a classic arcade game.
Penny Racers	THQ	1-4 ● ● ●	23	66%	Slow and annoying toy racer with a track-building mode.
Pilotwings 64	Nintendo	1 ● ●	1	76%	Slow but intriguing flight sim (of sorts) with lots to do.
Pokémon Snap	Nintendo	1	32	88%	Strange but compelling photo-safari game.
Pocket Monsters Stadium	Nintendo	1-4 ●	19	46%	Cute but dull fantasy animal fighter, intended for young kids.
Premier Manager 64	Gremlin	4 ●	29	85%	Surprisingly engrossing footy management sim.
Puyo Puyo Sun 64	Compile	1-2	8	87%	Simple but horribly addictive Tetris-style puzzler.
Puzzle Dama	Konami	1-4 ●	16	80%	Similar to Puyo Puyo, but not quite as good.
Quake	GT Interactive	1-2 ● ● ●	13	74%	Slightly disappointing PC conversion, which only supports two players.
Quake II	Activision	1-4 ● ● ● ●	30	93%	Excellent shoot-'em-up with a superb multiplayer game.
Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2 ● ● ●	25	87%	Easier to get into than F-1 WGP, and nearly as good.
Rainbow Six	Take 2	1-2 ● ● ●	34	92%	Excellent, complex and tactical first-person shooter.
Rakuga Kids	Konami	1-2 ● ● ●	21	79%	Quirky fighter for younger gamers – not much skill needed.
Rampage: Universal Tour	GT Interactive	1-3 ● ● ●	26	25%	Gets tedious after about five seconds of play!
Rampage World Tour	GT Interactive	1-3 ● ● ●	13	38%	Boring conversion of a dull old arcade game.
Rayman 2: The Great Escape	Ubi Soft	1 ● ● ● ● ●	33	94%	Graphically gorgeous platform game with a lot of challenge.
Ready 2 Rumble	Midway	1-2 ● ● ●	34	75%	Unsuccessful N64 port of the much better Dreamcast game.
Resident Evil 2	Virgin/Capcom	1 ● ● ● ●	35	94%	Fantastic (and gory) zombie-filled adventure.
ReVolt	Acclaim	1-4 ● ● ● ●	30	80%	Genuinely enjoyable radio-controlled car racer.
Road Rash 64	THQ	1-4 ● ● ● ●	34	79%	Looks hideous, but plays surprisingly well.
Roadsters	Titus	1-4 ● ● ● ●	33	86%	Crisply-drawn and fun, if unoriginal, sports car racing game.
Robotron 64	GT Interactive	1-2 ● ● ●	17	79%	No-nonsense classic-style shooter – prepare to wear out your thumb!
Rocket: Robot On Wheels	Ubi Soft	1 ● ● ●	34	91%	Weird platform adventure with realistic physics.
Rugrats Treasure Hunt	THQ	1-4 ● ● ●	30	44%	Tedious board game based on the cartoon series.
Rush 2: Extreme Racing USA	GT Interactive	1-2 ● ● ●	22	80%	SF Rush sequel – better handling, but less exploration.
San Francisco Rush	GT Interactive	1-2 ● ● ●	9	70%	Racer with lots of stunts and secrets, but terrible controls.
SCARS	Ubi Soft	1-4 ● ● ● ●	21	81%	Good multiplayer racer, but doesn't have many tracks.
Shadowgate 64	THE Games	1 ● ● ●	30	45%	Brain-grindingly boring adventure with no action.
Shadow Man	Acclaim	1 ● ● ● ● ●	30	90%	Huge, engrossing and tough adult-themed adventure.

64 MAG'S MOST WANTED



PERFECT DARK

Still leading our list of the N64 games we're most looking forward to playing. Still no new information from Rare. Still no miraculously brought-forward release. Damn!



ZELDA: THE CONTINUING SAGA

Seeing as we'll have to wait a staggering five years to see Zelda on the Dolphin (see page 17), let's hope this one isn't delayed!



ISS MILLENNIUM

It looks as though this will be Konami's swansong title for the N64. Still, any tears of sadness should be replaced by tears of joy, since it should be a bloody brilliant game!



RIDGE RACER

In its own inimitable style, Nintendo Europe has decided to hold back the release of Ridge Racer 64 until March for no good reason. But why? It's not like they're busy there!



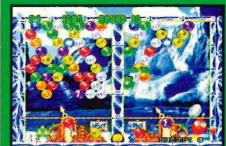
STARCRAFT

Another game that has been delayed for no reason that anyone can figure out. It now looks as though N64 gamers who want a bit of sci-fi strategy and some exploding aliens will have to wait until May. Zut!

Game Name	Company	🐦	📺	🎮	🇬🇧	Issue	Score	Comment
Shadows Of The Empire	Nintendo	1	●	●	●	1	58%	Duff Star Wars tie-in made up of (mostly dodgy) sub-games.
Sim City 2000	Imagineer	1	●	●	●	12	60%	Japanese text-filled version of the old PC game.
Snowboard Kids	THE Games	1-4	●	●	●	11	83%	Fun comedic snowboard game with lots of special weapons.
Snowboard Kids 2	Atlus	1-4	●	●	●	26	80%	Decent sequel that doesn't offer anything new over the original.
South Park	Acclaim	1-4	●	●	●	23	64%	Iffy fast-buck licence based on the Turok 2 game engine.
South Park Rally	Acclaim	1-4	●	●	●	35	73%	Ingenious, but poorly-done, twist on a standard racing theme.
Space Station: Silicon Valley	Take 2	1	●	●	●	20	87%	Bizarre but engrossing adventure full of robot animals.
Starshot: Space Circus Fever	Infogrames	1	●	●	●	25	42%	Nasty Banjo-Kazooie type game; jerky and totally annoying.
Star Soldier: Vanishing Earth	Hudson	1	●	●	●	17	65%	Poor attempt to do an R-Type/Axelay shooter on the N64.
Star Wars: Rogue Squadron	Nintendo	1	●	●	●	23	90%	Superb Star Wars combat game, but can get rather repetitive.
Star Wars: Episode 1 Racer	Nintendo	2	●	●	●	28	82%	Very fast, but too easy to provide long-term excitement.
Supercross 2000	EA Sports	1-2	●	●	●	35	62%	Turgid dirtbike racer let down by dog-slow control system.
Superman	THE Games	1-4	●	●	●	30	14%	Truly appalling game with no playability at all.
Super Mario 64	Nintendo	1	●	●	●	1	92%	The first, and still a great, N64 game.
Super Robot Spirits	Banpresto	1-2	●	●	●	20	49%	Useless giant robot fighter.
Super Smash Brothers	Nintendo	1-4	●	●	●	24	87%	Mario and friends hit each other. Top four-player fun.
Tamagotchi World	Bandai	1-4	●	●	●	11	66%	Japanese board game based on Tamagotchis.
Tetrisphere	Nintendo	1-2	●	●	●	10	70%	Interesting but not entirely perfect attempt to move Tetris into 3-D.
The New Tetris	Nintendo	1-4	●	●	●	32	80%	Yet another Tetris update, this time with a four-player mode.
Tonic Trouble	Ubi Soft	1	●	●	●	31	87%	Amusing platformer that's somewhat on the easy side.
Top Gear Overdrive	THE Games	1-4	●	●	●	22	65%	Lame follow-up to the much better Top Gear Rally.
Top Gear Rally	THE Games	1-2	●	●	●	7	80%	Good racing game with excellent car handling.
Turok 2: Seeds Of Evil	Acclaim	1-4	●	●	●	21	85%	Bloodthirsty and over-large game in the Doom mould.
Turok: Dinosaur Hunter	Acclaim	1	●	●	●	1	70%	First in the series, plagued by fogging and annoying platform bits.
Turok: Rage Wars	Acclaim	1-4	●	●	●	33	90%	Excellent deathmatch blaster with very tough bot opponents.
Twisted Edge Snowboarding	THE Games	1-2	●	●	●	22	70%	Good-looking game let down by duff controls.
V-Rally '98	Infogrames	1-2	●	●	●	21	69%	Poor conversion of a good PlayStation game.
Vigilante 8	Activision	1-4	●	●	●	25	85%	Aggressive car-based battle game set in the Seventies.
Virtual Chess	Titus	1-2	●	●	●	19	65%	It's a lot cheaper just to buy a chess set!
Virtual Pool 64	Interplay	1-4	●	●	●	24	84%	Nearly as good as playing the real thing!
Waialae Country Club	Nintendo	1-4	●	●	●	18	15%	Another dreadful golf game.
War Gods	GT Interactive	1-2	●	●	●	6	40%	Completely stupid fighter with crap characters.
Wave Race 64	Nintendo	1-2	●	●	●	1	83%	Excellent jet-ski game, but a sloppy PAL conversion lets it down.
Wayne Gretzky's 3-D Hockey	GT Interactive	1-4	●	●	●	5	78%	Good for its time, but now superseded.
Wayne Gretzky's 3-D Hockey '98	GT Interactive	1-4	●	●	●	10	78%	Update of the above, but no longer the best around.
WCW Vs NWO World Tour	THQ	1-4	●	●	●	9	83%	Good multiplayer game, outdone by WWF Warzone.
WCW Vs NWO Revenge	THQ	1-4	●	●	●	20	85%	Update of WCW Vs NWO World Tour; slightly better.
WCW Nitro	THQ	1-4	●	●	●	31	24%	Ghastly wrestling game that thankfully won't appear in the UK.
Wetrix	Ocean	1-2	●	●	●	16	85%	Fantastic water-based puzzle game.
Wheel Of Fortune	Gametek	1-3	●	●	●	10	30%	Pathetic, Jenny Powell-free US version.
WinBack	Koei	1-4	●	●	●	34	88%	Almost an N64 Metal Gear Solid, but slightly flawed.
Wipeout 64	Midway	1-4	●	●	●	21	80%	Exciting future racer, but struggles with more than two players.
World Cup '98	EA Sports	1-4	●	●	●	14	86%	Yet another update of FIFA.
World Driver Championship	Midway	2	●	●	●	29	77%	Disappointing racer that lacks thrills.
World Soccer 3	Konami	1-4	●	●	●	9	86%	Japanese version of ISS 64.
Worms: Armageddon	Infogrames	1-4	●	●	●	33	94%	Simple but fantastically playable invertebrate combat.
WCW Mayhem	EA	1-4	●	●	●	34	74%	Feeble crack at a wrestling game.
WWF Attitude	Acclaim	1-4	●	●	●	30	87%	Takes Warzone's place as the best wrestling game.
WWF Warzone	Acclaim	1-4	●	●	●	17	86%	Decent wrestler, now superseded by WWF Attitude.
WWF Wrestlemania 2000	THQ	1-4	●	●	●	34	93%	The N64's best wrestling game bar none!
XG2	Acclaim	1-4	●	●	●	20	70%	Sequel to Extreme G, but nowhere near as playable.
Xena: Warrior Princess	Titus	1-4	●	●	●	34	85%	Fast and enjoyable mythological beat-'em-up.
Yoshi's Story	Nintendo	1	●	●	●	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.

64 TOP

PARTY/PUZZLE



- 1 Bust-A-Move 2 91%
- 2 Bust-A-Move 3DX 90%
- 3 Puyo Puyo Sun 64 87%
- 4 Wetrix 86%
- 5 Lode Runner 82%

64 TOP

STRATEGY/SIMULATION GAMES



- 1 Command & Conquer 90%
- 2 Premier Manager 64 85%
- 3 Blast Corps 80%
- 4 Ogre Battle 64 77%
- 5 Pilotwings 76%

64 TOP

BAD GAMES



- 1 Carmageddon 4%
- 2 Clayfighter 8%
- 3 The Glory Of St Andrews 10%
- 4 Superman 14%
- 5 Waialae Country Club 15%

Castlevania: Legacy Of Darkness

Drac's back! Full review of Konami's bloodsucking sequel!

Next issue marks the third anniversary for us and the N64 - be here for the party!

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Ninfo!

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Dead Pool: Reality TV shows full of hideous drunken proles; Sky, for that godawful 'Skyrocket' affair during Futurama; the Radio Rentals guy, for not taking the tape out of Andy's video when it went for repair (good job it wasn't porn, eh?); waiting tunes.

Cover Image
Courtesy Rare/Nintendo

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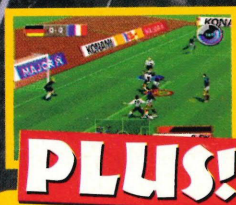
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